

# Nintendo®

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RESIDENT EVIL  
GUIDE INSIDE



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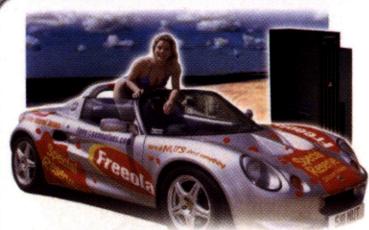
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# Meet the team

## MEET THE PEOPLE WHO MAKE NINTENDO OFFICIAL MAGAZINE SO BLOODY GREAT



**G**ameCube is going to be the home of *Star Wars* and that's official! After the enormous success of *Star Wars Rogue Leader: Rogue Squadron II*, LucasArts is already hard at work producing three GameCube *Star Wars* titles and *Nintendo Official Magazine* has managed to bag the UK's first in-depth preview of *Bounty Hunter*. We even think it's going to be so good that it deserves its own cover alongside Mario himself.

Over the forthcoming pages you'll be able to discover *Bounty Hunter* all for yourself as we unleash the sinister world of Jango Fett across the pages of *NOM*. We'll be detailing the huge plot, Jango's cool arsenal and take a closer look at some of the 100 creatures you'll come across. This is one game we're sure will continue the success of *Star Wars* on GameCube, and with *Clone Wars* and *Jedi Outcast* on the horizon, the future sure looks good for UK *Star Wars* fans.

But what else can you read about in the September issue of *NOM*? Well, flip the magazine and you'll be able to read the UK's first play of *Super Mario Sunshine*, complete with comments from the first of our Reader Reporters. On this side of the magazine though you could win a GameCube and a JOYTECH TFT Monitor in the *NOM* Power Survey or even try your luck winning another two GameCubes, rare Nintendo clobber and London Dungeon tickets in our competition pages.

Hope you enjoy the mag!



*Tim Street*

Tim Street, Editor

RICHARD MARSH  
DEPUTY EDITOR



If I were a Star Wars character I would be... Obi-Wan Kenobi

Favourite games this month...

- Super Mario Sunshine
- Resident Evil
- Bloody Rain Extreme

DOMINIC WINT,  
STAFF WRITER



If I were a Star Wars character I would be... Han Solo

Favourite games this month...

- Star Wars: Rogue Squadron II
- Broken Sword
- Goliath Beckham!

MICHAEL JACKSON,  
TIPS EDITOR



If I were a Star Wars character I would be... R2-D2

Favourite games this month...

- Super Mario Sunshine
- Resident Evil
- Kung-Fu

MARK SOMMER,  
ART EDITOR



If I were a Star Wars character I would be... Luke Skywalker

Favourite games this month...

- Super Mario Sunshine
- Burnout
- Building dens

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Jango Fett comes  
alive in our UK  
exclusive preview



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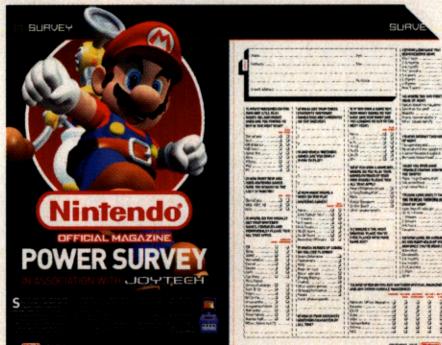
Ring the hotlines to win GameCubes, Resident Evil, London Dungeon tickets and TV tuners for your Game Boy Advance



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### NOM Power Survey

Answer the questions in our survey and you could win a Nintendo GameCube and a JOYTECH Colour TFT Monitor, worth £99.99!



**OFFICIAL TIPS**  
RESIDENT EVIL GUIDE PART ONE

**PART ONE**  
**RESIDENT EVIL GUIDE**  
CHRIS REDFIELD GUIDE

It's time to face your fears and stop hiding behind the sofa as we lead you by the hand through the scariest ever Nintendo game.

**CHRIS OR JILL?**

At the beginning of the game you can choose to play as either Chris or Jill. Both characters have their own strengths and weaknesses, so you'll have to defeat the enemies using the right character. Chris is better at fighting, but Jill is better at stealth. If you're playing as Jill, you'll need to be more careful when fighting enemies, as Jill is less effective at fighting than Chris.

**HERBAL ESSENCE**

Chris uses various items to defend himself against zombies. One of the most useful items is Herbal Essence, which can be used to repel zombies. It's a good idea to have a few bottles of Herbal Essence in your inventory, as it's useful for getting rid of zombies.

**BURN, BABY, BURN**

Chris can use various items to defend himself against zombies. One of the most useful items is Herbal Essence, which can be used to repel zombies. It's a good idea to have a few bottles of Herbal Essence in your inventory, as it's useful for getting rid of zombies.

**GUN SURVIVOR**

Managing your ammo and weapons is a vital aspect of survival. Make sure you always have a few rounds of ammunition in your gun, as well as a few rounds of shotgun shells. It's also a good idea to have a few rounds of shotgun shells in your inventory, as they're useful for getting rid of zombies.

**TAKE A HIKE**

Chris can use various items to defend himself against zombies. One of the most useful items is Herbal Essence, which can be used to repel zombies. It's a good idea to have a few bottles of Herbal Essence in your inventory, as it's useful for getting rid of zombies.

**STAY FROSTY**

Chris can use various items to defend himself against zombies. One of the most useful items is Herbal Essence, which can be used to repel zombies. It's a good idea to have a few bottles of Herbal Essence in your inventory, as it's useful for getting rid of zombies.

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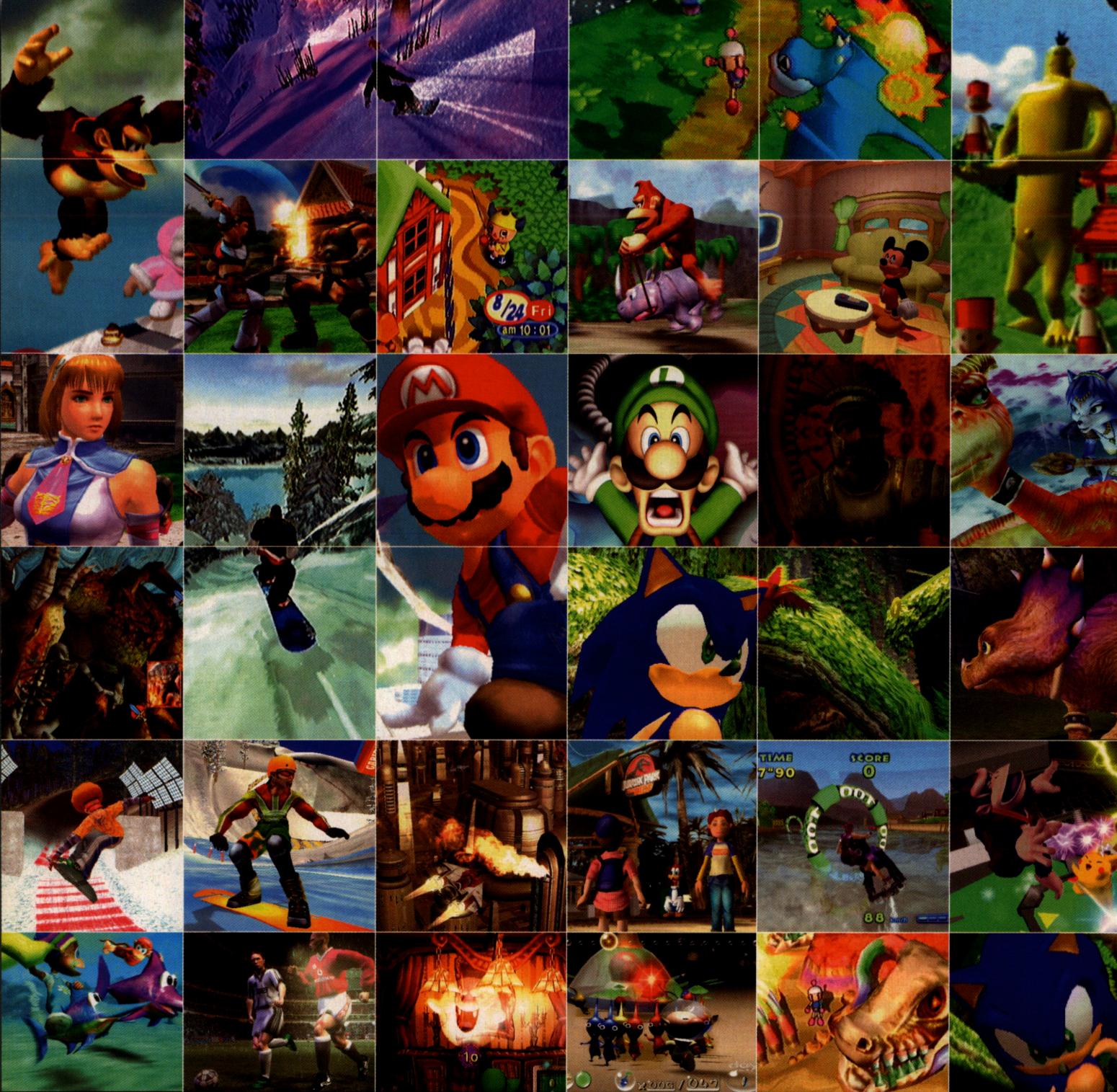
### Official Tips

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### TIPS & GUIDES



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**08****US & JAPAN NEWS**

Demo discs hit Japan, *Super Mario Sunshine* scores big and *PSO* gets a free online trial.

**10****YOUR MONTH AHEAD**

See what big things are happening in your world before the next issue of *NOM*.

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We reveal why *Napoleon* has never got a UK release and the best internet deal currently online.

**Your Month Ahead**

Find out what big things are happening in your world between now and the next issue of *Nintendo Official Magazine*.

**16 August**

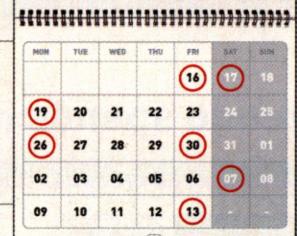
It's time to get a GameCube and Game Boy Advance fix in the year, so in the mean time why not check out new action flick *Reign of Fire* which opens nationwide today.

**17 August**

You'll be in the dugout when *LMFA Manager* comes to GameCube next week, so get the latest issue of *NOM* to see the real Alex Ferguson gets on as the Premier League kicks off today.

**19 August**

A new Buffy game's heading to GBA, but if you want to get your *Vampire Diaries* fix, then you'll have to wait a bit longer as part two is out today. *Angel*, episode three, part two is also released.

**26 August**

It's not all old men down for a game of golf in the sun as an SS2 football marathon because today's a Bank Holiday and he'll be off work, Roger!

**30 August**

*SNP Vs Capcom 2 GBA* (WiiWorld), *Golf GBA* (Review), *Reign of Fire* on Soccer Island (GBA) and *Net Hoffman Pro BMX 2* (GBA) arrive in stores today.

**7 September**

THC are hard at work developing *Monsters, Inc.* for GameCube, but if you're not into that, why not grab a copy of the *Paul Blart: Mall Cop* DVD and video game, compatible with the hilarious short, *For the Birds*.

**13 September**

The October issue of *NOM* (Official Magazine of the Month), priced £1.19. Your local games store will also have a copy of the issue on sale for £1.19, or £1.09 for students at just £0.89.

**10****INSIDER****STUFF ABOUT GAMES YOUR MATES DON'T KNOW****14****WINNER STAYS ON**

We reveal *Nintendo Official Magazine*'s top ten games.

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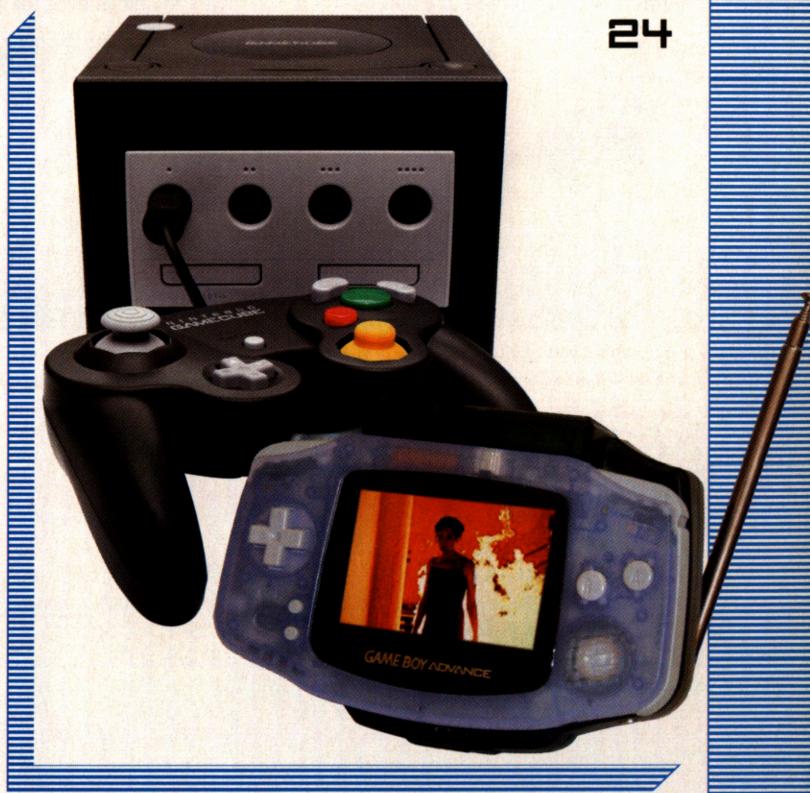
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**22****NINTENDO GADGETS**

Your one-stop gadget shop for all the latest peripherals.

**24****WIN COOL STUFF**

Win London Dungeon tickets, GameCubes, *Resident Evil* and rare Nintendo threads.

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We uncover the latest news from the far corners of the globe including some info about demo discs in Japan, how games rot your brain and a new Pokemon GB Advance.

# US AND JAPAN NEWS



## Nintendo spends its Space World cash



Japanese Nintendo gamers are to get their hands on free demo discs which will contain playable footage of games already available and teasing snippets from Nintendo's upcoming titles.

Expected to be given away at Toys 'R Us stores the length and breadth of Japan, the demo disc give away is part of a frenzy of Nintendo activity in the Far East.



□ How would you like to see this sort of event make it across to Europe? Just drop us a line...

In addition, 124 branches of the giant toy superstore also housed GameCube demo pods with playable versions of the biggest E3 titles – *Metroid Prime*, *StarFox Adventures*, *Legend of Zelda* and *Mario Party 4*.

To build the excitement for *Pokemon Ruby* and *Sapphire*, seven Japanese cities played host to the *Pokemon Festa* tour which gave eager fans a look at what to expect from the next two *Pokemon* adventures.

With the cancellation of Space World 2002 these events are just the start of a huge publicity drive by Nintendo in its homeland. More of their wares were even showcased at the World Hobby Fair where some punters queued for over 75 minutes to try out the latest games.

No word has been given on whether any of these promotions will come to the UK or even to the US, but we'll keep you posted with any news over the next few months.



□ These lucky people even got to grips with *Super Mario Sunshine*. Don't you just want to hit them?



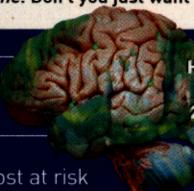
## Games rot your brains

□ A study conducted at Nihon University's College of Humanities in Japan has concluded that playing video games negatively affects your brain's power.

Professor Akio Mori surveyed 240 people between the ages of six and 29 and discovered that the activity in the brain's prefrontal lobes, the area that governs emotion and creativity, dipped in relation to the time spent playing a game.

Those most at risk were people who spent between two and seven hours each day playing games. In these cases the activity in the prefrontal lobes was constantly near zero even when they were doing something other than playing games.

"During childhood," says Akio Mori, "playing outside with friends, not video games, is the best option."



Here's a brain after playing 20 minutes of *Res Evil*



■ *Super Mario Sunshine* scored a whopping 36 out of 40 in the Japanese *Famitsu Cube* magazine.

■ *Phantasy Star Online*'s release has been delayed in Japan and will now launch on 12 September. It will come with 30 days free internet access.

■ Konami has announced a new RPG based on the *Yu-Gi-Oh!* TV series which is set for a winter release in Japan.

*Falsebound Kingdom* sets you the challenge of defeating hostile life and stealing their land. There are over 100 monsters to get your hands on by winning ferocious battles.

■ THQ has announced two new GB Advance conversions of Microsoft games, with more in the pipeline. *Oddworld: Munch's Oddysee* and *Monster Truck Madness* will both be released in the US next year.

■ *Captain Tsubusa: Golden Generation Challenge* is a new football game coming to Japan in September from Konami. In this footy fest you take control of a newcomer to the world of football and have to learn the tricks and skills to turn him into a pro.

■ Police in Japan are on the hunt for thieves who raided a warehouse, getting away with over 600 GameCubes and 400 Game Boy Advances. The total value of the haul has been estimated at £130,000. The owners are consoling themselves at their loss.

■ To coincide with the release of the latest *Pokemon* movie in Japan, Nintendo is releasing another special edition *Pokemon* GBA. The new blue model has bright red buttons and images of Latias and Latios flank the GBA logo.

■ The Japanese High Court has ruled in favour of selling second-hand games, a previously illegal practice. The ruling was made specifically against the Enix Corporation, but it could have a knock-on effect on other software makers.



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# Your Month Ahead

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## 16 August

It's coming to GameCube and Game Boy Advance later in the year, but in the mean time why not check out new action flick *Reign of Fire* which opens nationwide today.



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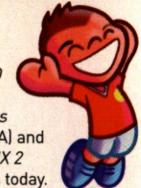
## 26 August

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*SNK Vs Capcom 2 EO* (GameCube), *Go! Go! Beckham!* Adventures on *Soccer Island* (GBA) and *Mat Hoffman Pro BMX 2* (GBA) arrive in stores today.



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## 13 September

The October issue of *Nintendo Official Magazine* is out today, priced £3.15. Your local games store will also have *Resident Evil* on sale for GameCube at just £44.99.



## RUMOURS

If you're gagging for more Nintendo gossip then feast your eyes on these tasty stories.

■ The *Sonic Mega Collection* compilation for GameCube will include *Sonic The Hedgehog*, *Sonic the Hedgehog 2*, *Sonic The Hedgehog 3*, *Sonic & Knuckles*, *Sonic 3D Blast*, *Sonic Spinball* and *Dr. Robotnik's Mean Bean Machine*. Contrary to early rumours, *Sonic CD* will not be available in the package.



■ Infogrames has announced that *Driver 3* is being developed for GameCube.

■ We may not have seen anything on *Pikmin 2*, but Shigeru Miyamoto has hinted that a *Pikmin 3* announcement could happen soon.

■ ZOO will publish *Sim City*, *Who Wants To Be A Millionaire?* and *GTA3* for the Game Boy Advance later this year.

■ Nintendo has confirmed that there are two new *Super Smash Bros. Melee* trophies to unlock should you play the game with saved memory card files of *Metroid Prime* and *Super Mario Sunshine* inserted into your GameCube.

■ *Resident Evil 2* and *Resident Evil 3: Nemesis* will be ports and are expected to cost around \$20 in the US.

# Where are they?

We send out a search party to report on the games that are Missing In Action.



## NAPOLEON

**A**t the time of the Game Boy Advance's launch in the UK there may have been *Super Mario Advance* and *kuru kuru kururin* on the shelves, but one game was missing that appeared at the Japanese launch of the console.

*Napoleon* was a real time war strategy sim that was launched in the Far East and saw you filling the boots of the Little Corporal during the 18th Century.

The game saw you buying horses, men and artillery and then commanding your troops to the death as you attempted to over run the enemy and claim their fortress.

Imported copies certainly looked interesting, but reasons why it's never appeared in the UK have never been given, until now. David Gosen, Managing Director Sales and Marketing for Nintendo of Europe told *NOM*: "We looked at the marketing opportunities for *Napoleon* and clearly it is a strong title. However, our research showed that it would only be popular with the French market and we have a policy that we always launch games on a pan-European basis."



Raging 18th Century battles were the norm in *Napoleon* on Game Boy Advance



Unfortunately this is the closest most of us will ever come to *Napoleon* - the Japanese box

## SPOTTED

Every month we'll be detailing a specific website to discover who currently has the best Nintendo deals on the internet.



### WEBSITE ADDRESS

<http://www.play.com>

### TELEPHONE

0845 800 1020

### CURRENT DEALS

#### GAMECUBE

Driven	£14.99
Spider-Man	£29.99
Super Monkey Ball	£32.99
Pikmin	£34.99

#### GAME BOY ADVANCE

F-Zero Maximum Velocity	£14.99
Tony Hawk's Pro Skater 2	£14.99
Driven	£14.99
Doom	£14.99

### DELIVERY DETAILS

Postage and packing is free anywhere in Europe, but there is a limited number of countries they deliver games to so check the website. *NOM* was told that all games will work on a UK machine and are dispatched first class, within 24 hours if they are in stock, but check to see if they have the game you want before ordering. Delta, Mastercard, Solo, Switch and VISA cards are all accepted.

### NSIDER HINTS

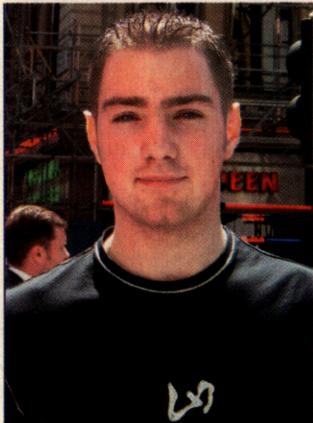
The website doesn't stock Nintendo consoles, only games, but if you pre-order a title you can make a huge saving. Order *StarFox Adventures* and you'll be able to get it delivered on the day of release for just £32.99.

# YOUR SAY

With adult games like *Resident Evil* and *Eternal Darkness* coming to GameCube we thought it was time we asked...



## 'DO SHOPS PAY ATTENTION TO GAME AGE RATINGS?'



**Ben Hannant, 21**

"Since age ratings have come in I haven't been asked, but I'm 21. But I don't think retailers pay much attention to them, they just want the money."



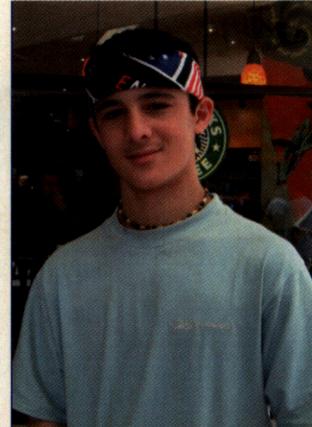
**Layla Hassan, 14**

"My little brother has bought games from two big High Street stores and wasn't the right age. As long as you've got the money they'll give you the game."



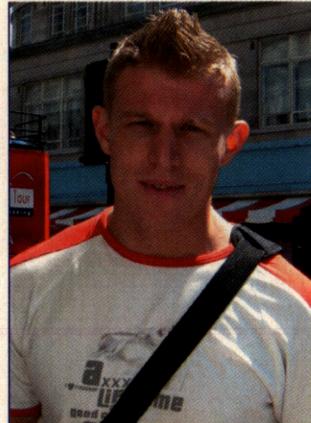
**Nick Ollier, 16**

"18 rated games are easy to get hold of because no one really cares. Some care, especially well known shops, but video shops don't. They'll rent you anything."



**Luigi Koluu, 16**

"My Mum used to go and buy them for me. I know a number of under age people who get other people to go into the shops to buy games for them."



**Paul Lowe, 22**

"Maybe, if you've got a young kid of six or seven wanting to get an 18 certificate game. But if you're 13 or 14 you can buy a 15 rated game no problem."



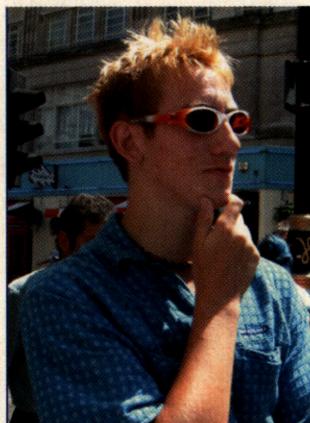
**Alam Noor, 16**

"I usually buy whatever I want. I don't tend to be refused, although I was for a *Resident Evil* game that I bought. If you've got the money, they'll take it."



**Adam Noakes, 14**

"Games like *Perfect Dark* should have an 18 certificate. I think shops are a bit paranoid about selling games to under age kids and some are too harsh."



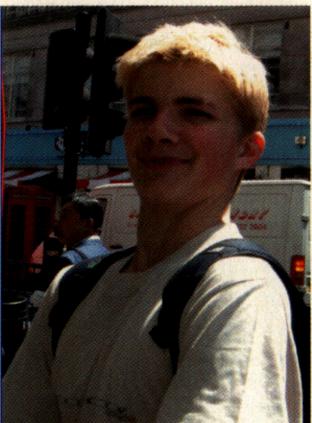
**Chris Ludolf, 15**

"Some shops enforce it but only if it's an 18 certificate game and you're three years old! Otherwise they don't say anything just because they want the money."



**Jim Bishton, 13**

"I've heard things at school about people buying games while under age. They don't enforce it. I got an 18 game that all my friends have, but my Dad didn't really like it."



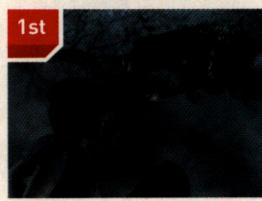
**Martin Drummond, 16**

"I was stopped from buying a *Wu-Tang* game once, which was an 18, but it's only happened once. Some of the quiet shops will serve you if they aren't busy."



# Winner Stays On

Get the spec on the ten biggest UK games that have had the *Nintendo Official Magazine* team in a bit of a sweat over the last month.



1st

**Resident Evil**

The biggest scares on a Nintendo console in ages puts it straight in at number one.



2nd

**Burnout**

The only decent high-speed racer on the shelves won't be disappearing for a while yet.



4th

**Super Monkey Ball**

The sequel's mere weeks away in Japan and Dom's Bowling score is driving us mad!

## DOM'S TOP TEN GAMES

#	TITLE	PUBLISHER	LAST MONTH
1	RESIDENT EVIL	CAPCOM	NE ▲
2	BURNOUT	ACCLAIM	1 ▼
3	ISS2	KONAMI	3 ▲
4	SUPER MONKEY BALL	SEGA	2 ▼
5	PIKMIN	NINTENDO	4 ▼
6	SUPER SMASH BROS. MELEE	NINTENDO	5 ▼
7	JAMES BOND 007 IN... AGENT UNDER FIRE	EA	7 ▲
8	ADVANCE WARS	NINTENDO	9 ▲
9	TONY HAWK'S PRO SKATER 3	ACTIVISION	6 ▼
10	STAR WARS ROGUE LEADER ROGUE SQUADRON II	ACTIVISION	8 ▼



6th

**Super Smash Bros. Melee**

The all-stars have slipped a place, but we're still trying to win all those trophies.



9th

**Tony Hawk's Pro Skater 3**

With loads of you sending in your skateboarding records, we just can't resist a challenge.



10th

**Star Wars: Rogue Squadron II**

We've been battling for hours to collect the elusive gold medals and aren't going to give up yet.

## COMING SOON

These four games are expected to chart in the next few months and could spell the end for the likes of *Rogue Squadron II*, *Agent Under Fire* and *Advance Wars*...

### *Super Mario Sunshine*

This is the one GameCube title we can't wait to get our hands on and with a game the size of *Super Mario 64* the *Nintendo Official Magazine* team will surely be playing this for months until Water Mario is stopped and every last Shine has been collected.



### *Turok Evolution*

After our in-depth look back in issue 118 we've got high hopes for the return of Acclaim's dinosaur scare fest with its meaty guns, the impressive Squad Dynamics System and vicious monsters. Expect the full UK review and a chart entry next issue.



### *Sonic Advance 2*

You can bet your last quid that this won't be here until next year, but the first shots have got us itching for more Sonic Team fun. Expect Tails and Knuckles alongside Sega's champion hedgehog, but let's hope it has more long-term appeal this time around.



### *Golden Sun: The Lost Age*

Riding high in the Japanese chart (which you can read on the following page), the *Golden Sun* gang is challenging Link as a definitive handheld RPG. Prepare your Djinn for more battles because this is going to be one massive quest.



## JAPAN CHART

1	Yu-Gi-Oh! Duel Monsters 7: The Duel City (GBA)
2	Golden Sun: The Lost Age (GBA)
3	From TV Animation One Piece Grand Line Adventure (GBC)
4	Hamtarō 3: The Grand Love Adventure (GBA)
5	Capcom Vs. SNK 2 EO (GameCube)
6	Kamaitachi Advance (GBA)
7	Bomberman Generation (GameCube)
8	Family Baseball Advance (GBA)
9	Happy Carnival (GBA)
10	Monster Gate (GBA)

## USA CHART [GC]

1	Resident Evil
2	Spider-Man
3	Sonic Adventure 2 Battle
4	Super Smash Bros. Melee
5	James Bond 007 In... Agent Under Fire
6	Bloody Roar Extreme
7	Gauntlet Dark Legacy
8	Luigi's Mansion
9	Super Monkey Ball
10	Star Wars Rogue Leader: Rogue Squadron II

## UK CHART [GBA]

1	Sonic Advance
2	Super Mario World: Super Mario Advance 2
3	Spider-Man
4	Scooby-Doo: The Motion Picture
5	Space Invaders
6	Crash Bandicoot XS
7	Super Mario Advance
8	Stuart Little 2
9	Star Wars Episode II: Attack of the Clones
10	Mario Kart: Super Circuit

## GAMECUBE SALES CHART

You've been buying GameCube titles in droves this month. Here are the best sellers in full...

GAME

TITLE	PUBLISHER
1 <i>Pikmin</i>	Nintendo
2 <i>Super Smash Bros. Melee</i>	Nintendo
3 <i>James Bond 007 Agent Under Fire</i>	Electronic Arts
4 <i>Star Wars: Rogue Squadron II</i>	Activision
5 <i>Spider-Man</i>	Activision
6 <i>Luigi's Mansion</i>	Nintendo
7 <i>Super Monkey Ball</i>	Sega
8 <i>Sonic Adventure 2 Battle</i>	Sega
9 <i>2002 FIFA World Cup</i>	Electronic Arts
10 <i>ISS2</i>	Konami

## READER CHART

NAME: JAMES CAMMACK  
FROM: CANTLEY, DONCASTER



## READER'S TOP FIVE GAMES

TITLE	REASON
1 <i>Luigi's Mansion</i>	It's the world's first hoover 'em up and my first GameCube choice. Finding titles with as many original ideas as <i>Luigi's Mansion</i> is very hard and I give this the top slot.
2 <i>International Superstar Soccer 2</i>	This is by far the best sports game on GameCube as it has tons of options for football fans – real player names, great commentary and excellent gameplay.
3 <i>Pikmin</i>	Shigeru Miyamoto's idea is a class act, from a loveable character like Olimar to the ingenious ideas like the Onions. A quality game to play with sensational graphics.
4 <i>Super Monkey Ball</i>	Sega's puzzler has some of the coolest characters on GameCube and when they're combined with the easiest controls ever seen it makes for a very original game.
5 <i>Star Wars Rogue Leader: Rogue Squadron II</i>	This isn't just a detailed shoot 'em up with graphics and <i>Star Wars</i> landmarks to take your breath away, but controlling your wing men adds a whole new strategy element.

Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to:

My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

**£5 OFF**  
ANY GAMECUBE GAME PRICED £39.99 OR OVER

For more information on Nintendo products at GAME, point your browser at [www.game.uk.com](http://www.game.uk.com)

- (1) Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
- (2) Voucher is redeemable at any GAME store in the UK and Eire.
- (3) This voucher is not recoverable and not exchangeable for cash.
- (4) Only one voucher may be used per product.
- (5) This voucher cannot be redeemed against a pre-owned purchase.
- (6) This offer may be withdrawn at any time without prior notice.
- (7) Valid against any one product priced £39.99 or over.
- (8) This voucher is redeemable against any GameCube software and accessories only.
- (9) The voucher is valid until 12 September 2002.

**Nintendo**  
OFFICIAL MAGAZINE

GAME



5 034410 100796 &gt;

Are you a real gamer?



Hot games. No distractions.

**GAME BOY ADVANCE** <sup>TM</sup>

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**Nintendo®**

OFFICIAL MAGAZINE

# TNT BUYER'S GUIDE

TURN THE PAGE TO DISCOVER MORE ABOUT THE BEST GAMECUBE  
AND GAME BOY ADVANCE TITLES ON YOUR HIGH STREET.



TNT: GOLD – 10/10  
Gaming perfection



TNT: MUST BUY – 9/10  
Almost perfect

## BREATH OF FIRE II

**T**he follow up to one of last year's best handheld RPGs is just as absorbing and action packed as the original.

*Breath of Fire II* is set 500 years after the first game and is a faithful port of the Super NES Capcom RPG legend that wowed fans last century.

The game stars a brave young lad called Ryu, who along with his mate

Bow set out to find out what's happened to their beloved town, and more importantly, Ryu's family who have disappeared. *Breath of Fire II* is an old school RPG adventure, so expect a long winding story that sees you bravely scrapping it out in massive turn-based battles, figure out random conversations with crazy characters and solve perplexing puzzles.



■ The story is a very in-depth affair that offers up some great moments



■ Throughout the adventure you'll have to prove your worth on the battlefield

### BEST MOMENT

*Breath of Fire II* allows you to build your very own town in which to live, with three different carpenters to choose from, each bringing a unique style and a secondary skill from baking to running a bar.



■ It's a great addition being able to build your own town where you can live

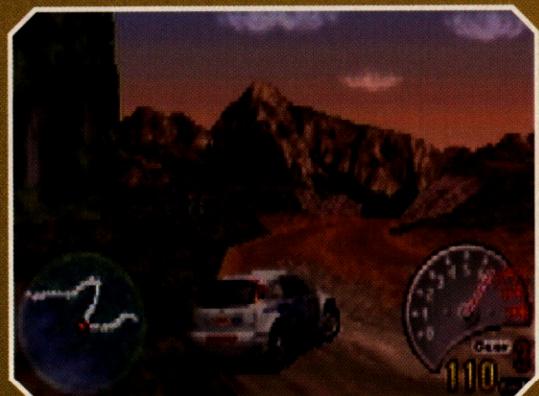
## V-RALLY 3

**T**his is the best looking serious Game Boy Advance racer to date, but it's not all style over substance because it plays like a winner on your handheld, too.

Take control of ten real rally motors with all the major car manufacturers represented including Ford, Volkswagen, Subaru and Peugeot. What impresses is the variety of courses with everything from dusty African stages to rain-sodden European tracks. There's even an exceptional co-driver commentary and a choice of in-car views.

### BEST MOMENT

Finishing first in the Portugal course will even test the best rally drivers with its mix of wet and dry conditions and a selection of narrow bends to negotiate. Very fast and challenging.



■ Can you handle the raw power of a race tuned Ford Focus going full tilt around a dirt track?

## BURNOUT

**A**claim's street racer is still a regular in the *NOM* office and with its mix of ramped up arcade gameplay and pin sharp graphics it's no wonder why it scored nine out of ten.

*Burnout* differs from most racers in that the roads you race along are full of cars, buses, vans and lorries going about their business. It's up to players to hit the gas and weave through the traffic, all while racing three other motors. Near misses, power slides and crash free laps fill up a boost meter, which can be triggered to give an eye-bleeding turn of speed.

### BEST MOMENT

The USA Marathon course is made up of three tracks joined together so it's amongst the longest and most varied of the races with stretches of track on the freeway, up in the hills and along busy city streets.



■ Every time you crash in this game you have to watch a graphic replay of your latest driving error

Score  
9/10

Price  
£29.99

<http://www.infogrames.co.uk>



Score  
9/10

Price  
£29.99

<http://www.infogrames.co.uk>



Score  
9/10

Price  
£29.99

<http://www.infogrames.co.uk>



# SUPER SMASH BROS. MELEE



1-4 Players

Score  
9/10Price  
£39.99
<http://www.smashbros.com>


■ Everyone from Samus Aran to Luigi is represented in glorious technicolour

Maybe this should have been called *The Fast and the Furious* because *Super Smash Bros. Melee* is a game that feels like it's played at a million miles an hour, making it a game that's not for the faint hearted.

If you're a Nintendo fan and a lover of a good old fashioned scrap then this deserves to be on your shopping list.

With 25 cast iron Nintendo stars at your disposal this is the definitive Who's Who of Nintendo gaming, with everyone from Pikachu to Fox McCloud.

But what really sets this title apart is the speed of the gameplay and the exceptional amount of hidden goodies, plus the allure of superior four-player fighting makes this an essential buy for any Nintendo fan.



■ You can't propel rivals out of the ring until their score's over 100 per cent.

## BEST MOMENT

There are so many to choose from, but for real Nintendo fans, collecting every all-star trophy is an addictive past time. Each one comes with a write up of interesting facts about over 200 Nintendo characters.



■ With over 200 trophies to see in the Gallery it can be an excellent source of info

Score  
9/10Price  
£29.99
<http://www.thq.co.uk>

## GT ADVANCE 2: RALLY RACING

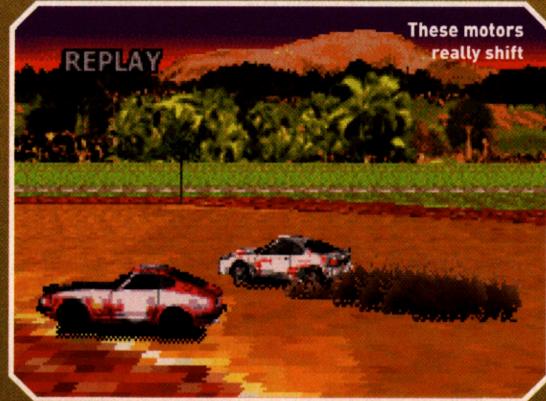
Perhaps not as jaw-dropping in the looks department compared to *V-Rally 3*, but for gameplay and value for money it's a great choice for Game Boy Advance racing fans.

*GT Advance 2* comes with 42 tracks spread over 14 different countries, with 14 high performance rally cars mainly from Japanese manufacturers.

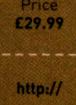
What sets this game apart from the opposition is the varied weather conditions and track surfaces which make the game a constant challenge because for once they make a lot of difference to your car's handling.

### BEST MOMENT

The game supports two-player link-up racing with two carts and we've found it to be as much fun as the single player mode. Great for long car journeys.



These motors really shift

Score  
9/10Price  
£29.99
<http://www.vivendi-universal-interactive.co.uk>

## CRASH BANDICOOT XS

The PlayStation stalwart *Crash Bandicoot* comes to GBA and thanks to the coding gods at Vicarious Visions (makers of both *Tony Hawk's GBA* titles) it's a great platform adventure.

As ever Crash is up against his old adversary Neo Cortex who has invented a machine that has shrunk Crash's world to the size of an orange. Only by finding crystals hidden in the game's 20 levels can normality be restored. Fans of platform hi-jinks should lap up this excellent GBA effort.

### BEST MOMENT

The main adventure is a real hoot with variety all the way, whether it's platform jumping, maze puzzles or keeping one step ahead of a chasing polar bear. But we think the Time Attack mode is genius.



There's so much variety with underwater levels and flying stages.



TNT: GOLD - 10/10  
Gaming perfection



TNT: MUST BUY - 9/10  
Almost perfect



DETAILS



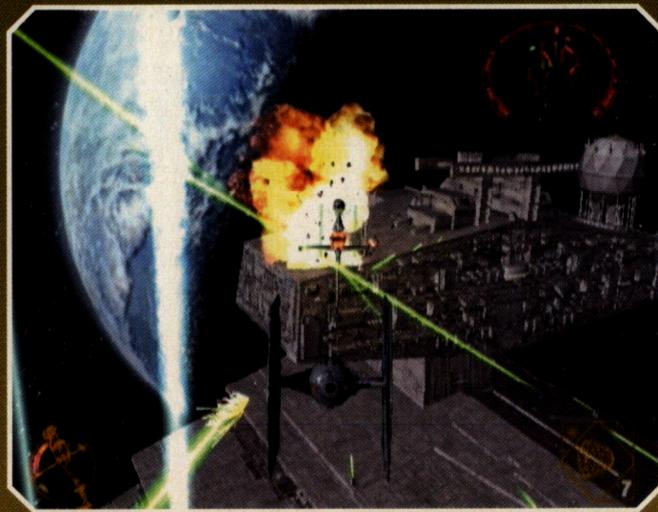
1 Player  
3 Blocks

Score:  
9/10

Price:  
£39.99

<http://www.lucasarts.com>

LOG ON



■ The exceptional detail on the Star Destroyer is simply stunning

## STAR WARS ROGUE LEADER: ROGUE SQUADRON II

**E**ven after three months in the shops this is still the third best selling GameCube title, and just five minutes with this game will show you why.

Never before has a game so perfectly captured the look and feel of *Star Wars* mythology, with missions ripped straight out of the films and others that fill in the gaps in the film trilogy, such as explaining how the Rebel fleet got to Hoth. It's the combination of this and the unbeatable selection of bona fide *Star Wars* vehicles that has propelled this to GameCube star status.



■ The very first mission is the attack on the colossal Death Star with its famous trench run

### BEST MOMENT

For the true fan getting hold of the Millennium Falcon is a dream come true, only beaten by the chance to use it in some of the missions.



Every *Star Wars* fan needs this game



■ The action spans the whole *Star Wars* universe



■ The ice world of Hoth is brought to life in style

### READER REVIEW

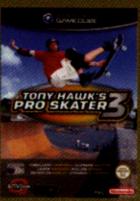
#### NAME: ROB STYLES

*Star Wars Rogue Leader: Rogue Squadron II* is a very good game with a lot of nice touches that continues Factor 5's *Star Wars* successes on Nintendo consoles. Unfortunately, if you take off all the lovely *Star Wars* polish *Rogue Squadron II* is just a shoot 'em up which may not appeal to some Nintendo gamers. In my opinion though this sci-fi title is well worth your hard-earned cash.



**RATED**

**DETAILS**



1-2 Player      6-8 Blocks

Score: 9/10

Price: £39.99

<http://www.activision02.com>

**LOG ON**

Score 4016

1:36

Nose Stall 680

The balance meter makes grinding a lot easier to do this time around

## TONY HAWK'S PRO SKATER 3

**H**e's still the daddy and his latest game is the best yet, making this the only skateboard sim you'll ever need – that is until the next *Tony Hawk's* game comes out.

The game features nine entirely new levels, sporting much more detail than in the last N64 outing with a greater selection of objects to trick on including the bizarre pirate ship and the massive airport waiting lounge. Other notable features include three hidden areas, objectives that are unique to each level and secret skaters from Wolverine to Darth Maul. There's also the exceptional Skatepark Editor, which allows you to make your very own paradise on which to skateboard.

Score 813

0:00 The levels are the biggest yet

NOSE MANUAL 133

There's tons going on around you, with people walking around

### BEST MOMENT

Cracking your first score over a million is a real achievement and just rewards from a game that compensates perseverance with addictive gameplay and replay value.

Score 1,000,000

2:00

Manualling is the key to mega scores

Special Grind

FS 50-50 + FS 50-50 + Impossible + Short Wall Stomp + Rowley Darkside + Impossible + Corner Stomp + FS 50-50 Overture

7,087 X 20

**STATISTICS** These reports tell you how well you did

Total Score:	1,599,989
High Score:	1,599,989
Longest Grind:	2.24 secs
Longest Manual:	1.74 secs
Longest Tip:	0.00 secs
Longest Combo:	34 tricks
Best Combo:	91/422 points in 34 tricks
BS 50-50 + Corner Stomp + FS 50-50 + Impossible	
+ FS 50-50 Overture + Impossible + Layback BS Smith	
+ Impossible + Spectator Box Stomp + Layback FS Feeble	
+ FS 50-50 + Impossible + Short Wall Stomp	
+ Rowley Darkside + Corner Stomp + FS 50-50 Overture	
+ Short Wall Stomp + FS Grail Slide + Impossible	

Press A to Continue

### READER REVIEW

**NAME: Ollie Ferguson**

This is definitely the best skateboard game that money can buy and it looks better on GameCube when compared to other console versions. The biggest problem is getting used to the controls but you should get to grips with it quickly. Then it's just brilliant fun and totally addictive.

### WHAT DO YOU THINK?

We're always curious to hear what you think about the best GameCube and Game Boy Advance titles, so from now on we're going to feature two Reader Reviews each month.

If you own a game featured on these pages then write a 100 word review and send it in with a photo and you could see your pearls of wisdom in *Nintendo Official Magazine*. Be as harsh as you see fit and don't spare any blushes. Send your entries to the usual address or via e-mail to [nintendoletters@emap.com](mailto:nintendoletters@emap.com).

# Nintendo Gadgets

Another month and another load of Nintendo gadgets to cast a critical eye over. This issue we've got a GameCube sound system, a new wheel and a cable that connects GameCube to GBA. We've even added phone numbers if you can't find any of the peripherals on the High Street.

■ F1 Concept Wheel ■ Pro Play  
■ 01706 656633 ■ £29.99

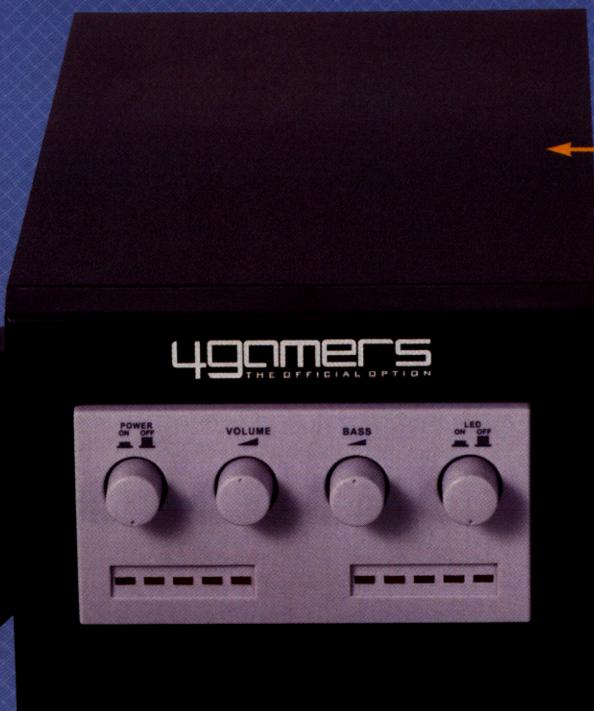
**Verdict:** It may have an odd shaped wheel, but this gadget is surprisingly good with great grip on the wheel and an add-on that clamps to your legs for added stability for those tight corners. It also comes with a built-in rumble effect, programmable buttons and a steering sensitivity adjustment. **8/10**



■ Game Pad ■ Logic 3  
■ 020 8902 2211 ■ £9.99

**Verdict:** This is quite a large pad so those with small hands might struggle to find a comfortable holding position. Despite this the 3D Stick is smooth and responsive with a grip that's above average. On the downside the controller's D-Pad is too springy and offers far too much resistance. **6/10**





■ Cube Sound System ■ 4Gamers  
■ 07712 778757 ■ £39.99

**Verdict:** If your TV has wimpy audio then something like the 4Gamers' sound system might be worth a look. For your dosh you'll get an amplifier/sub woofer and two satellite speakers for a surround sound experience. While not overly blessed with power, this unit still offers decent bass response and a clear, bright top end. **7/10**



■ 3-in-1 Starter Pack ■ Pro Play  
■ 01706 656633 ■ £24.99

**Verdict:** This bundle gives you a 4Mb memory card with 59 save blocks, along with a six foot extension cable and a GameCube controller. We found the memory card to be reliable, while the extension cable worked fine. The pad itself isn't the best, but with a programmable function, it's a useful second pad. **6/10**

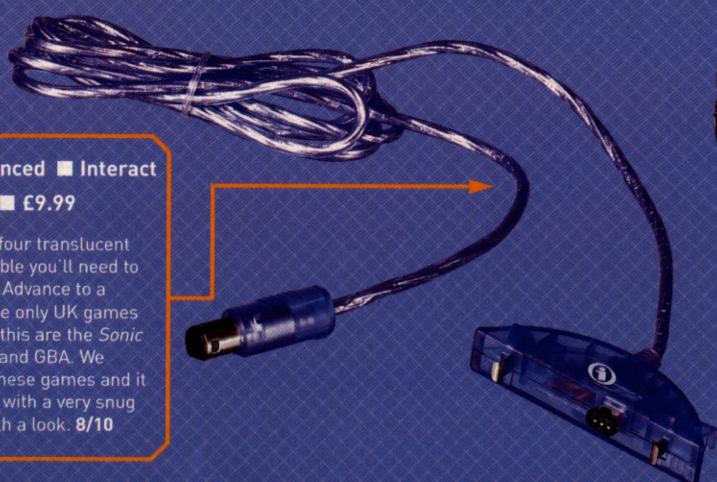
■ CubeStand Plus ■ Interact  
■ 01923 472744 ■ £12.99

**Verdict:** This gizmo has a rotating central area that can store up to 20 discs and your memory cards. The top part is used to house a GameCube with two cradles on the side to rest your controllers. Unfortunately the whole thing feels fragile and it's fiddly to remove discs from a full holder. **4/10**



■ CubeLink Advanced ■ Interact  
■ 01923 472744 ■ £9.99

**Verdict:** Available in four translucent colours this is the cable you'll need to connect a Game Boy Advance to a GameCube. So far the only UK games to take advantage of this are the *Sonic* titles for GameCube and GBA. We tested the cable on these games and it performed perfectly, with a very snug fit at both ends. Worth a look. **8/10**



# win all this cool stuff

We've got tons of stuff for you to win this issue. To get blagging just phone **0905 053 110** then add the number of the competition at the end. So if you're entering the *Resident Evil* compo, you'd dial **0905 053 1101**. Answer the question, leave your name, address and daytime phone number and we'll call you on 11 September if you win the booty. Don't forget to ask permission from whoever pays the bill before dialling.

## 1. A GameCube, *Resident Evil* and London Dungeon tickets

The terrifying GameCube exclusive of Capcom's classic *Resident Evil* will scare you senseless (turn to the Reviews section to find out more) but *NOM* didn't think one scare was enough for you so we've teamed up with Capcom and The London Dungeon to bring you a blag of devilish proportions.

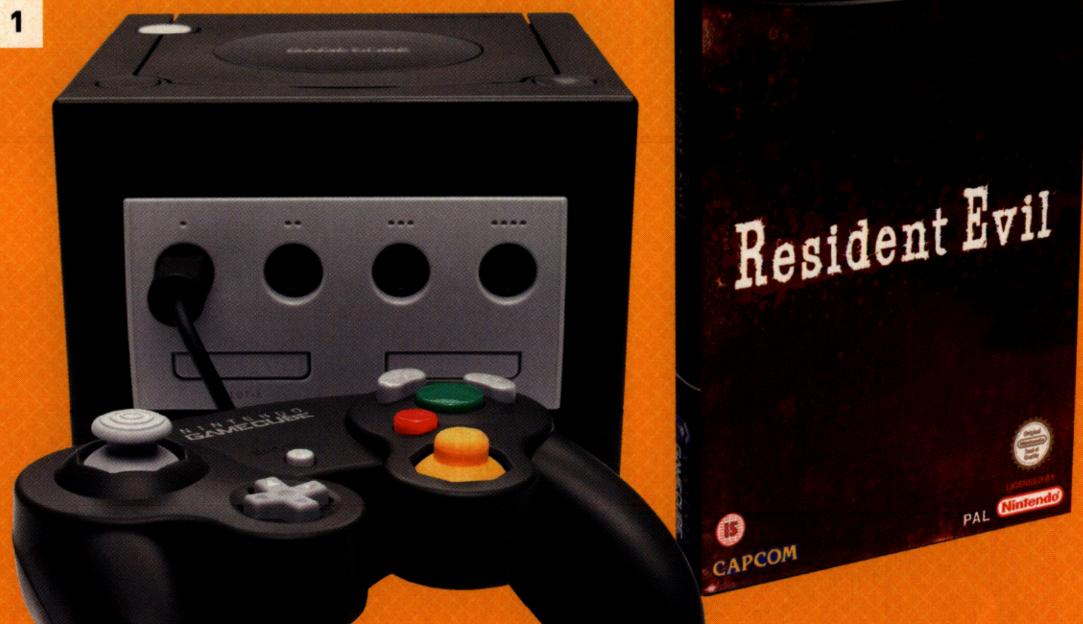
First prize is a GameCube console, a copy of *Resident Evil* and a family ticket for four people to The London Dungeon, the capital's scariest day out. Four runners-up will get a copy of the game and a family ticket each.

Now in its 27th year, The London Dungeon offers visitors the chance to take a look at the sinister side of the city by embarking on a scary tour through some of London's darkest moments including the Jack The Ripper Experience and the recently-opened Wicked Women exhibition. Using a combination of real-life actors, waxworks and superb special effects, The London Dungeon experience will send several shivers down anyone's spine. If you want to be in with a shout of winning these wicked prizes, just answer this simple question:

**PLEASE NOTE: You must be at least 15 years of age to enter this competition**

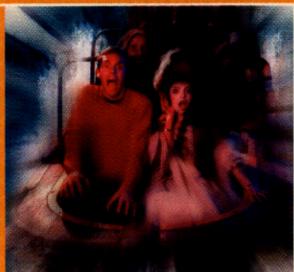
**Q. In *Resident Evil*, what does the acronym S.T.A.R.S. stand for?**

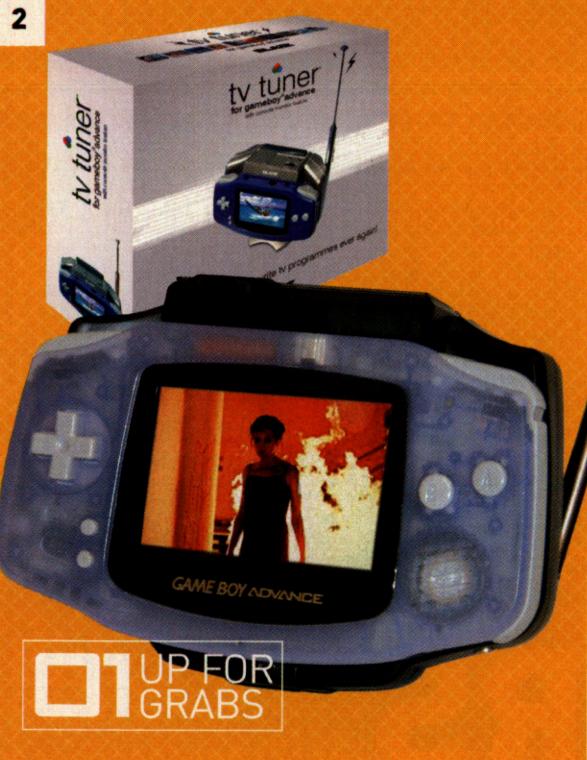
- a. Search Towns and Run Scared
- b. Special Tactics and Rescue Squad
- c. Super Tough Army Raiding Service



**05** UP FOR GRABS

*the  
London  
Dungeon*





01 UP FOR GRABS

## 2. Blaze TV Tuner and GBA peripherals

It seems like we've waited ages for a GBA TV tuner and thanks to Blaze Video Game Accessories, one's finally arrived. This TV Tuner can store up to 99 TV channels (good luck to you if you can find that many!) and can also display images from a VCR, DVD player or a home console. No need to miss your favourite programme ever again as now you can watch the TV wherever you go. If you want to get hold of a Blaze TV Tuner, just answer this question:

Q. Which man invented the mechanical television?

- a. John Logie Baird
- b. Alexander Graham Bell
- c. John Stuart Mill

## 4. Mario T-Shirt and Donkey Kong Sweater

If these aren't the coolest items of clothing for a Nintendo fanatic then we'll eat our GameCubes. These excellent Nintendo threads are just what you need to show the world how much you love the Big N. We've got hold of a red sweatshirt with an image of the original arcade Donkey Kong character and a T-Shirt celebrating the birth of the Mario and Luigi to give away and they aren't available in the shops. Try this for size...

Q. In the original *Donkey Kong* arcade game, what was Mario actually called?

- a. Jumpman
- b. Leapman
- c. Bill

## 3. GameCube console

Another month, another GameCube to give away. What can be said about the GameCube that you don't already know? It's the smallest and best next-gen console, it's got a great selection of games already available for it and with *Metroid Prime*, *Super Mario Sunshine*, *StarFox Adventures* and *Zelda* just around the corner you know that you'll need one in your life at some point so you might as well answer this question:

Q. What was the GameCube project originally called?

- a. StarCube
- b. Dolphin
- c. Killer Whale



01 UP FOR GRABS

4



01 UP FOR GRABS

5



05 UP FOR GRABS

Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.



You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the *Resident Evil* GameCube competition, write to: **Competition 1, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. Closing date 6 September, 2002.

# THE BIG SCOOP



■ Use the Jetpack to strafe around your enemies



■ When the going gets tough, get the hell out



■ The Jetpack can be used as a missile launcher

# STAR WARS BOUNTY HUNTER

He's the coolest character in *Star Wars Episode II: Attack of the Clones* and he's also the most mysterious. Now *Star Wars* fans are going to get the chance to take control of Jango Fett and uncover his dark past. Are you ready for the ride?

<http://www.lucasarts.com>

Taking control of Jango Fett, one of the most famous and feared Star Wars characters ever to appear, you must help the bounty hunter track down and destroy a dark Jedi who is trying to form a dangerous splinter group that could threaten peace in the Empire.

Release:  
**19 November**

Developer  
**LucasArts**

Game Genre  
**Action adventure**



NINTENDO  
GAMECUBE

**W**hich *Star Wars* character would you like to be? Han Solo? Sure he's cool but he's got a smart mouth and he talks too much. Luke Skywalker? Too clean-cut, too nice. Yoda then? Okay, he's a Jedi master but he's far too old and way too short. No, for absolute ice cool you want to be someone with an aura of mystery, someone who lives by his own rules and isn't afraid to tread on toes to get what he wants; someone like Boba Fett.

But hang on, *Attack of the Clones* teaches us that Boba Fett is a clone and not the original. We don't want replicas, we want Jango Fett. Well my friends, with *Star Wars Bounty Hunter* that's exactly what you're going to get.

The story begins with a conversation between Count Dooku and Darth Sidious with the Sith lord explaining his problems to the Count. Sidious wants Dooku to do two things for him. The first is to find and destroy Komari Vosa, the leader of the mysterious Bando Gora, which is threatening Sidious'

plans for galactic domination by using the Force to control the minds of her slaves from a hidden citadel on an ancient burial moon called Kohlma. The second involves finding a suitable specimen to use in the creation of a giant clone army.

Count Dooku promises Darth Sidious that both objectives can be completed at once. Dooku will place a large bounty on the head of Komari Vosa and post the details to a select group of the galaxy's greatest bounty



■ Check out Slave 1 behind Jango Fett. The only problem is that you won't actually be able to fly the ship anywhere in the game



“It’s almost unbelievable to think that this is an original story rather than a video game interpretation of a movie.”



hunters. The one who finds and destroys the target will obviously possess the skill and cunning to be worthy of being cloned.

Of course, the best bounty hunter in the known universe is Jango Fett and he soon finds out about Count Dooku's challenge and decides to take up the offer. But he's not the only bounty hunter with his eyes on the prize. An old rival of Jango's named Montross has also received word of this bounty and has decided that he will also join the hunt. As you play through the game you will realise that there's much more to the relationship between Jango and Montross than just a simple rivalry.

*Star Wars: Bounty Hunter* is a third-person action adventure where you get to take control of Jango Fett and help him track down the mysterious Komari Vosa who is ruining Sidious' plans. Through cinematic cut-scenes the player will learn the details of Jango Fett's life and how he eventually came to be chosen as the model for the clone army.

*Star Wars: Bounty Hunter* is set right after *The Phantom Menace* and ten years before *Attack of the Clones* so it's a great way to fill



■ Lighting effects are looking impressive. The flames look very realistic, as does the burning creature



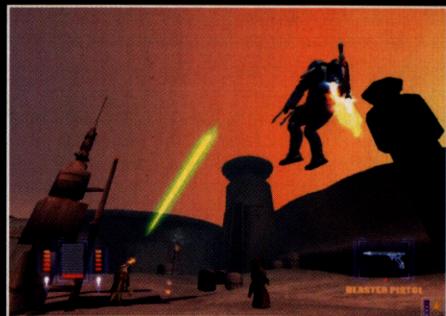
in the gaps between the two movies and learn a whole lot about this enigmatic *Star Wars* figure.

The game itself is mission-based, with primary objectives being displayed at the beginning of each level. Players are then free to roam the levels as they see fit, although the missions mean that the proceedings are fairly linear.

*Star Wars Bounty Hunter* takes place across six worlds - Outland Station, Coruscant, Oovo IV prison colony, Malastare, Tatooine and a final showdown back on the wreckage of the Outland Station. Each

world, or chapter, is broken down into three separate levels and you can expect end of level bosses and larger beasts to destroy at the end of each chapter, ranging from humanoid enemies to larger threats like a Coruscant police cruiser.

It's worth remembering that Jango Fett is not a good guy in *Star Wars* and has been hired by the Empire. If he's going to complete his task then he'll have to visit some of the seedier sides of the *Star Wars* universe and complete some decidedly nasty deeds. The developers have had a lot of fun trying to show players that there's more to



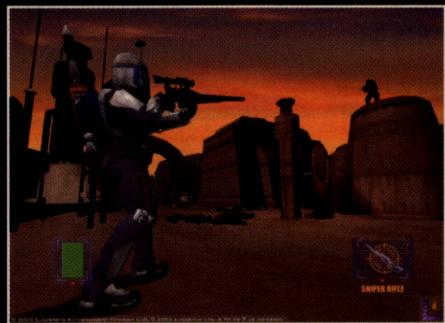
■ You can use a combination of your Blasters and your Jetpack to circle enemies you are attacking



■ The camera can be rotated around Jango by using the C-Stick so you can have a good scout around and find your way



Jango's not averse to hand-to-hand combat. He has a variety of combos y'know



Star Wars than just do-good Jedi. Jango Fett is going to have to find some nasty characters if he wants to get to his bounty first and claim his prize.

Your first port of call is the Outland Station, a deep space truck stop that is frequented by all manner of strange creatures. It is here that Jango meets up with Rozatta, a Wupi stick smoking friend and the owner of the Outland Station who tells Jango about Count Dooku's proposal. Even though Rozatta drives a very hard bargain she will help you throughout the game by giving you hints and letting you know where your targets can be found.

Although the ultimate aim is to find and capture Komari Vosa dead or alive, Jango will need to do some detective work to find her. So as well as your primary objective, Jango is also presented with a number of secondary targets on each world who will eventually lead him to his prize. Jango can interact with the people around him, listen in



■ Jango Fett is an excellent sniper. Take him out!

■ The cityscapes are massive and highly detailed

■ Multiple enemies are no problem for Jango





BLASTER PISTOL

Jango's Dual Blaster Pistols aim independently so you can target two enemies at the same time

**"The developers have had a lot of fun trying to show players that there's more to *Star Wars* than just do-good Jedi."**

on conversations and even interrogate thugs to gain more information.

Players assume complete control of Jango Fett and this means that there are a lot of button commands to learn. Your basic controls are simple and the 3D Stick will move you around the levels. **A** is used to fire your selected weapon while **B** is used to jump and **Y** acts as your action button which changes its function depending on your situation. Finally **X** is used to scroll through your inventory and **Z** is used for manual aim.

As the quest is viewed from a third-person angle there are bound to be concerns regarding the way the camera moves, but that isn't the case with *Star Wars Bounty Hunter*. Not many GameCube titles manage to make the camera work well, with the notable exception of *Eternal Darkness*, but here you can use the C-Stick to pan the camera around to get a 360° view of the action thereby eliminating any real problems with the game's camera angles.

As well as walking around, Jango is equipped with a Jetpack which he receives

halfway through the second level. Players are then given the chance to practice with the Jetpack and get used to its limitations. With the game being an action adventure and not a flying game, the way in which the Jetpack can be utilised is limited, but not too restrictive. Players will only be able to fly ten metres up and 20 metres outwards and as Jango acquires upgrades it will enable his Jetpack to fly a little further. This comes in handy when you're trying to defeat some of the larger enemies and bosses in the game.

It's worth being on the lookout for these upgrades to the Jetpack as some will provide you with a weapon upgrade that turns it into a missile launcher. Once fired, these rockets can be controlled through a first-person mode so that they accurately hit their intended targets.

But the Jetpack is not Jango's only means of attack. His standard weapons are his Dual Blaster Pistols that he can wield with unbelievable skill. The game has an auto-aim feature which enables Jango's weapons to target anything hostile. You can then lock



■ The seedy back streets of Tatooine can be very hostile, so watch your back out there



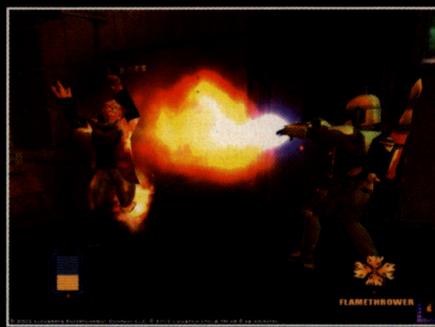
■ If you lock the target you will never lose sight of the enemy you are trying to hit

on to enemies by pressing **R**. Jango Fett's cool Dual Blaster Pistols can also aim independently of each other meaning that you can target two different enemies at once and take both of them out in ultra-cool style. When you lock the sights onto a particular foe the camera centres around your target so you can move around and not lose sight of your prey.

Jango can also carry three different types of Grenades – Concussion Grenades, Thermal Grenades and Scatter Grenades – all of which are great when you want to obliterate a number of enemies. He also comes armed with his Gauntlet Dartcaster, a Gauntlet Cutting Laser that he uses to cut down doors and a Gauntlet Whipcord. This cable shoots from Jango's wrist and can bind enemies up to five metres away so that you can capture bounties alive.

The majority of the game's weapons are given to you right at the start and the game has been designed so that you learn to develop Jango rather than spending your whole time trying to learn how to use new weapons. Remember, this is Jango Fett we are playing with, not some rookie bounty hunter who's only just learned to tie his shoes. That's not to say that there aren't other weapons you can find as some enemies will drop heavy guns when they die and you can use them until they run out of ammo, then you can just dump them.

Although the majority of play is seen from a third-person view, the game does switch to first-person on a couple of occasions.



■ The Gauntlet Whipcords can be used to tie up any bounties that are standing up to five metres away. It won't kill them, so you can bring the scum in alive

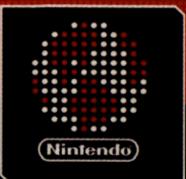


■ The impressive lighting effects turn an ordinary firefight into a spectacular light show



■ For taking out a group of pesky intergalactic criminals, could we recommend these missiles

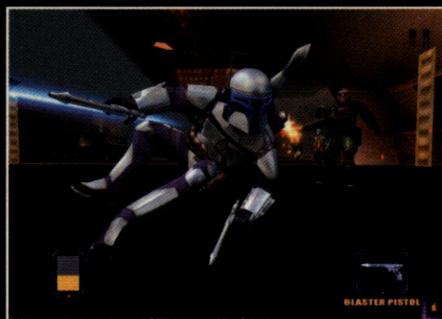




■ Star Wars fan or not, you have to admit that Jango Fett is totally cool



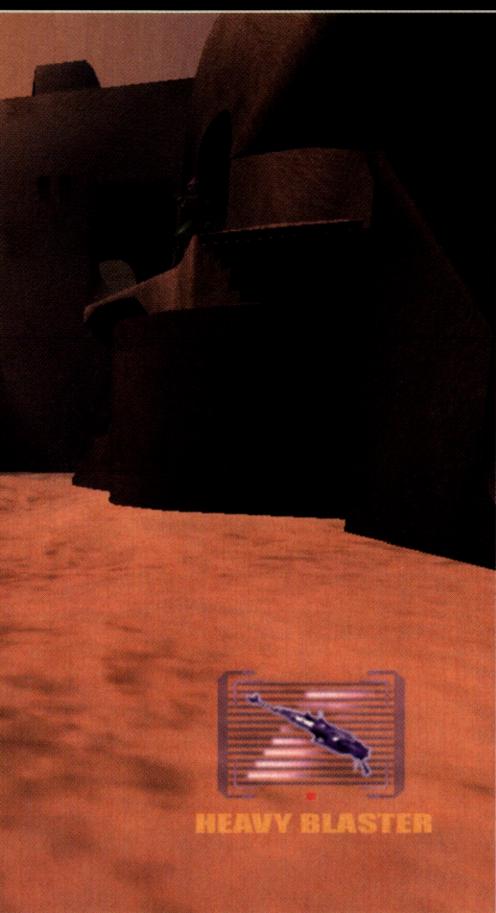
■ Why not set fire to things and use your Jetpack to make a quick getaway



■ Learning the evasive moves could save your skin



■ Dead or alive, you've got to bring in your bounty and hunt down Komari Vosa, the leader of Bando Gora



HEAVY BLASTER

When Jango pulls out the Sniper Rifle the game moves to first-person and this enables you to take out multiple enemies before proceeding or gives you the opportunity to scout areas from a safe distance. Players will also be able to see inside Jango's helmet to view his targeting HUD. This displays all of the characters in a particular location and allows you to scan each area for prospective targets. You'll be able to discover who they are, who they're wanted by, how much the bounty on their head is worth and whether they need to be brought in dead or alive. You can then lock these targets using **Y** and can then easily hunt them down and bring them to book.

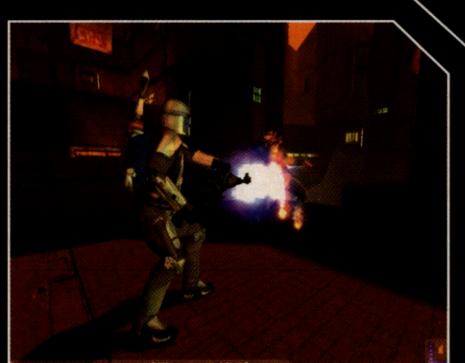
There are over 100 different kinds of creatures that you will encounter throughout the game. If you're a fan of the *Star Wars* series then you'll recognise a lot of them like the Jawas, Tusken Raiders, Reeks, Nexu and Twi'lek girls. Not only that but some of

*Episode I* and *Episode II*'s memorable species make an appearance. Remember Sebulba from *The Phantom Menace* pod race? He was a Dug and you'll get to visit his home planet, Malastare, with its foggy jungle surroundings. There will also be a selection of droids like R2 units and some of the bigger beasts like a deadly Krayt Dragon found on the wastes of Tatooine. As well as the usual line up of *Star Wars* favourites, players will even get the chance to meet up with some of the less desirable elements of the *Star Wars* world as many of the levels are set in the seedier areas of town where Jedi seldom venture for fear of death.

*Star Wars Bounty Hunter* is the first game to involve three separate arms of the Lucas corporation. LucasArts is dealing with the actual game but George Lucas' Industrial Light and Magic has helped to produce over 18 minutes of rendered cinematics. Artists, directors and animators have come straight



“Jango Fett’s Dual Blaster Pistols can also aim independently of each other meaning that you can target two enemies at once and take out both of them in ultra-cool style.”



■ We think you'll enjoy killing *Star Wars* trash



■ Jango Fett's tough but the bounty hunter isn't invincible. Is this the end for our hero?

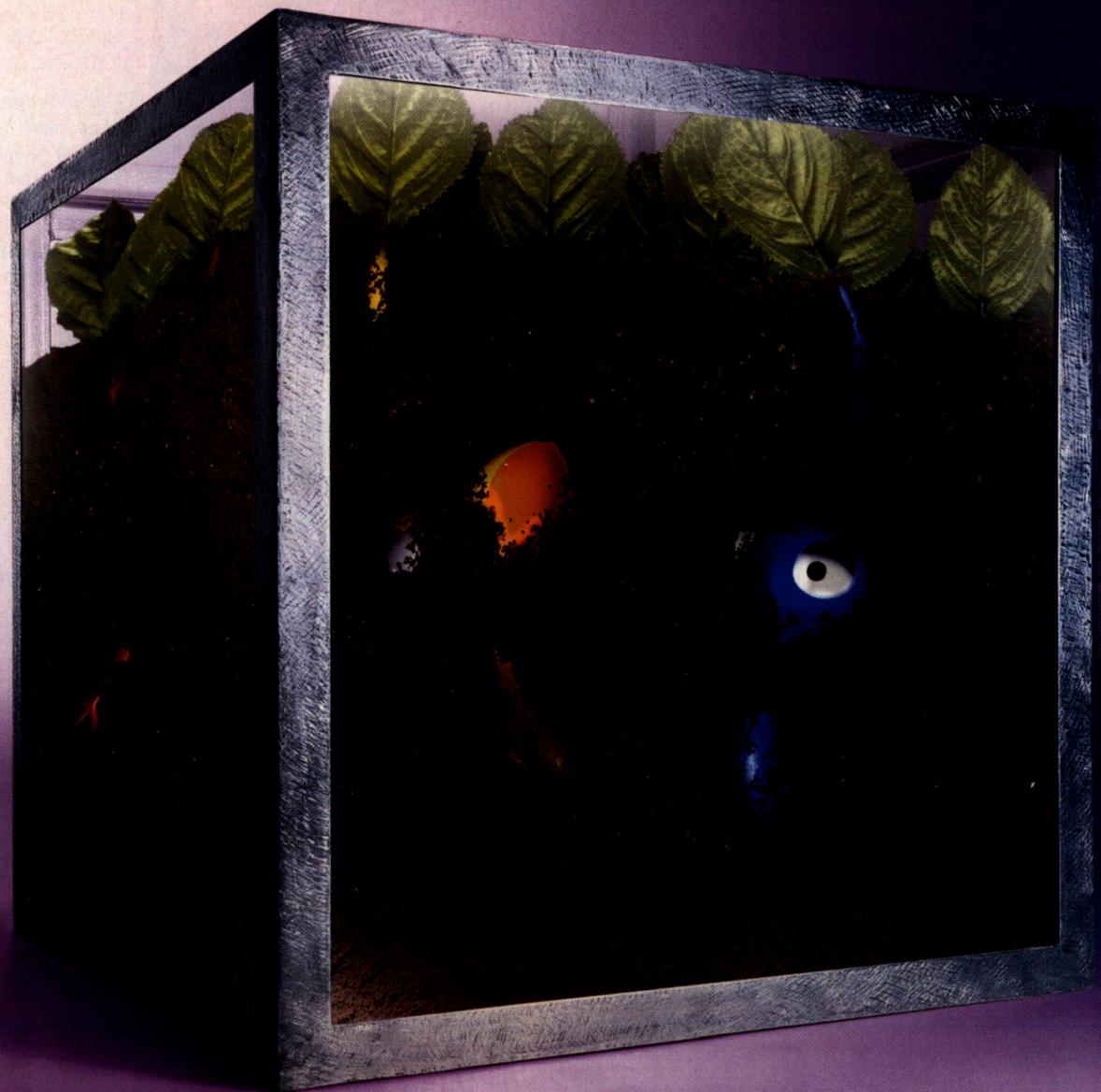
from production on *Attack of the Clones* into this project so you can expect these scenes to be dripping with authenticity. Skywalker Sound has also helped out with the game using genuine sound effects from *Attack of the Clones* to great effect.

The realism continues with Jango Fett being voiced by Temuera Morrison who played the character in the movie. Other vocal talents worth noting are Leanna Walsman (from *Episode II*) as Zam Wesell and Clancy Brown, who played the Kurgan in the *Highlander*, as Jango's nemesis Montross. John Williams' classic *Star Wars* score has been remixed and included in the game along with some original compositions from Jeremy Soule. It couldn't be more authentic if it was delivered to your door in the Millennium Falcon by Yoda himself, wrapped in Obi-Wan Kenobi paper.

*Bounty Hunter* is warming up to be yet another awesome *Star Wars* GameCube product. There are so many authentic

touches and points of *Star Wars* reference that it's almost unbelievable to think this is an original story rather than a video game interpretation of a movie. There are bound to be concerns about the camera though, there are with any third-person adventure. And while it may seem wrong to dwell on a single point, it's true that the camera can make the difference between a great game and a totally unplayable one.

But let's look at the good points seeing as there are so many. You get to handle some of the best weapons ever created in a video game, you can scout the dark side of the *Star Wars* universe and you get to kill some of its less desirable inhabitants. Best of all though you play Jango Fett, one of the most menacing, mysterious and downright cool characters to emerge from the whole *Star Wars* mythology. And if you put it like that *Star Wars Bounty Hunter* on GameCube is surely going to be worth the price of admission alone. **Dominic Wint** NOM



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# LETTERS

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We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU  
→ **E-mail us:** [Nintendoletters@demap.com](mailto:Nintendoletters@demap.com)

## Don't save me

Is it just me, or have memory cards made platform games too easy? Remember the days when you had to play a game for hours to finish it in one go? The newer games are just too easy as you can just carry on where you left off if you fail, which is ridiculous compared to starting the whole game again, like you once had to do. Don't get me wrong, you need memory cards for games

such as *Luigi's Mansion*, but do we really need a stage select to return to any level? There used to be cheats for that sort of thing, but now they just throw it in, making games far too easy. I think that memory cards should only save data such as fastest times and high scores to bring Nintendo games back to the golden age of difficulty.

**Mark Teo, Greenwich**



After years doing porridge, Mario and Luigi lost their 'taches and grew FA Cup ears

## Attack of the clones

I hate re-makes, they're like parasites especially games like *Crazy Taxi*, *Tony Hawk's Pro Skater 3*, *Spider-Man* and *The Simpsons Road Rage* to name just a few. Why bother doing re-makes when the games aren't perfect? Why doesn't every developer concentrate on making their own games original and different? In my view, GameCube has certainly set off in the right direction as it already has originals like *Pikmin*, *Rogue Squadron II*, *Super Smash Bros. Melee* and so on.

**Jonathan Aston, Harrow**

→ It would be a boring world if all games were released across all consoles and Nintendo gamers are lucky in that we have plenty of developers creating exclusive titles for GameCube and GBA. But surely you must agree that there's always room for a game like *Tony Hawk's Pro Skater 3*...

→ Perhaps the simplest way around this would be to have an option in the menu of a game that would allow you to turn off the save facility. That way, everyone would have a choice.

## Rare sighting

Can someone please tell me what on earth has happened to Rare? We haven't heard much about their games recently but more importantly there are rumours that they are being bought out or that Rare is going to develop for other systems. Rare is the best developer on this planet and I hope they stay loyal to Nintendo, but right now I'm getting slightly worried.

**Dan Bishop, Sunderland**

→ Activision buy out were rife for a time but they seem to have died down now. We're taking the 'no news is good news' approach at the minute as the honest truth is that we don't really know exactly what's happening with Rare. But rest assured, when we know, you'll know.

## Demo no-go

Why can't you give us demo discs? You seemed to get quite a few from Nintendo during the early development of the GameCube. Whenever I go into a shop I look at the shelves and what do I find - PS2, PSOne, Xbox, and PC magazines with demo discs. Even unofficial Nintendo titles are doing it, so why isn't *Nintendo Official Magazine*?

**Robert Townsend, via e-mail**

→ As Shigeru Miyamoto has often said, Nintendo is not happy giving away playable demos of incomplete games. This is the situation at the present time but we've got high hopes that it could change in the near future, especially since Japanese Toys 'R Us stores will soon provide demo discs. As far as our rivals providing demo discs is concerned, well as far as we know they don't. They may give away a DVD each month that contains rolling footage of upcoming titles, but they are not playable.

## Cheap evil

Some internet sites state that *Resident Evil 2* and *Resident Evil 3: Nemesis* will have no graphical makeover, but a cheaper price. I would rather pay £45 for a spruced up game than £20 for a visually identical copy of the PSOne version.

**David Redge, via e-mail**

→ We're annoyed with this decision as well David, especially with the re-work of the original game being so good. But just you wait for *Resident Evil 0...*

## Trash Turok

Everyone at NOM must be wearing rose-tinted specs as the graphics in *Turok Evolution* are rubbish. They're blocky and blurred and as a testament to this, they are identical to the PS2 version. I hope it gets a whole lot better.

**Liam Trench, Walthamstow**

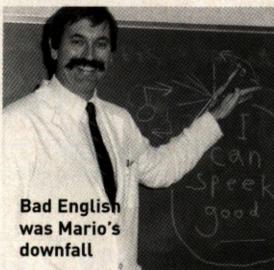
## IDIOT OF THE MONTH

### English as a second language me thinks

In issue 118 I spotted a dreadful mistake on page 22. Some writing plonker hadn't finish their sentence under the bottom-right screenshot. It says: "Different coloured Yoshis feature throughout." Where's the end bit saying "...the game."? Are you just saving ink or was that just an error on your part?

**Patrick Bachtiger, Goring**

→ Neither saving ink nor making errors. This was in fact a clear case of someone using the English language correctly. You could have saved yourself a lot of trouble here.



Bad English was Mario's downfall

## QUICKFIRE QUESTIONS

Will there be any more *Sonic the Hedgehog* games released on Game Boy Advance or GameCube?

**Craig Gwilliam, Warrington**  
Yes

Are any other *Lord of the Rings* games, apart from *The Hobbit*, coming out on the GameCube?

**Michael Kershaw, via e-mail**  
Yes

Are there any football management games planned for the GameCube. I'd love either *Championship Manager* or *LMA Manager*.

**Devon Armoury, Birmingham**  
Yes

Is Nintendo planning to make a converter so you can use N64 controllers on the GameCube?

**Natalie Rato, via e-mail**  
No

Please remember that *Turok Evolution* was still heavily in development when we got our greasy paws on it. Don't worry, it will be great when the game comes out.

## Chinese whispers

The other day, I saw an article that shocked me. Saturo Iwata said that Nintendo was not going to make any more machines after GameCube! Is this true?

**Adam Ruiz, via e-mail**

## WHAT'S WRONG WITH NOM?

## Bond gone wrong

While reading the 'In Brief' section in your *Agent Under Fire* review, you said that James Bond comes from MI5, but in fact he comes from MI6.

**Rhys Roberts, Anglesey**

Short, to the point and totally correct. Let us apologise for our total lack of James Bond knowledge.

This is generally known as misquoting. What Mr Iwata actually said was that companies seem to try too hard manufacturing powerful consoles without necessarily concentrating on the games. Nintendo won't be doing that because they believe games are the most important thing, not processing speed. Don't worry Adam, Nintendo's got a lot of life left.

## It might not work

In reply to Darryl Cook's letter about online gaming being a necessity, I can't bring myself to agree that it is a vital step. I don't think it's the next big thing people want as it's just a novelty and Squaresoft has had a really hard time pushing *FFXI*. Nintendo's just being sensible not to jump into an idea that could lose them a large amount of money.

**Sophie Smart, via e-mail**

Squaresoft is still trying to claw back the money they lost from the flop of the *Final Fantasy* movie, but *FFXI* just hasn't helped the cause. Nintendo is a company that makes great games but they also like to make money and at the minute online gaming doesn't look profitable.

## I beg to differ

How can a game as pathetic as *ISS2* be in your top ten. You said that it has some of the best A.I. in any game. What A.I.? The keepers act like clowns half the time and dive in the opposite direction to the ball. And *Star Wars*. What can I say? The graphics are good but the challenge is tedious.

**Ben Wright, via e-mail**



Rhys certainly thought our 007 fact was a right stinker

## LETTER OF THE MONTH

## Get on with gaming

I have noticed a trend in the type of letters you receive at NOM. I wake daily and thank Nintendo for my little purple beauty, but it seems that some of your readers don't feel the same. "The games are too expensive!", "I want this game", "Your mag is over priced!", "Nintendo has cut the price of their console, why?" and the one that made me laugh the most was, "Go out and buy old Nintendo consoles, they are great!" Well I know they are, that's why I bought a GameCube! I drive a big German car but that doesn't mean I should go back to driving the Mini I had when I was 17. I used to live with my parents, do you think I should move back in with them? Nintendo has moved on and is producing the best games money can buy, perhaps some of its consumers can learn from this and move on themselves and stop moaning about such silly issues. They could maybe just enjoy playing games and if you don't want to pay out for one, then don't! Better still, why not wait for a second-hand copy because no one's forcing you to part with your cash. With all the big names fighting it out for your cash this is the best time to be into games and I intend to have the best time possible, courtesy of Nintendo.

**Les Johnson, Trowbridge**

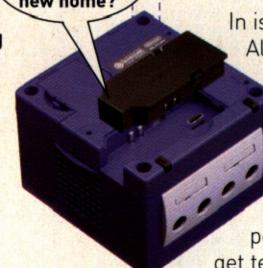
Couldn't agree more. People seem to have lost sight of the fact that they possess the best console in the land and that we're all in it to play some amazing games and have a laugh.



Looking back, we never mentioned *ISS2*'s A.I., it can certainly be suspect at times but that just makes it more like real football.

Better than being able to march from one goal to the other without ever being tackled, like in *FIFA*. As for *Star Wars*, that's a matter of opinion as it's generally regarded as being a great game.

"Will I ever move into my new home?"



## Let it go

I'm annoyed with magazine companies because as soon as a new console comes out they stop making mags for older machines and start to concentrate on the new ones. I'm proud to say that I own an N64 but there aren't any decent mags for it. Please bring back N64 features, not everyone has a Nintendo GameCube you know!

**Tim Jones, Truro**

We appreciate that not everybody has the latest consoles but the thought of producing a magazine for a

machine that has no new games coming out for it just wouldn't work. Endless monthly retrospectives on the heyday of the N64 would grow tiresome after about an issue.

## Score bore

In issue 118, James Allcock wrote in to ask for the percentage system back, yet you protested. Well I've come up with an idea. No game can ever be perfect, and so cannot get ten out of ten. I mean, even *The Legend of Zelda: Ocarina of Time* had some glitches. May I suggest you rate your games out of ten, but with halves as well - 7.5 or 8.5 for example...?

**Sukhraj Singh, Ealing**

You can suggest anything you like, the new scoring system stays. As for a game getting ten out of ten, it might happen, but it won't mean that the game is perfect. What it will mean is that the game is such a joy to play at that moment in time that the few flaws are easily forgiven for such an astonishing game.

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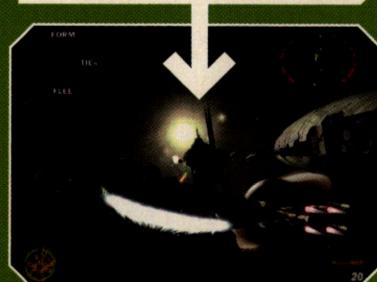


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Tim Street, Editor







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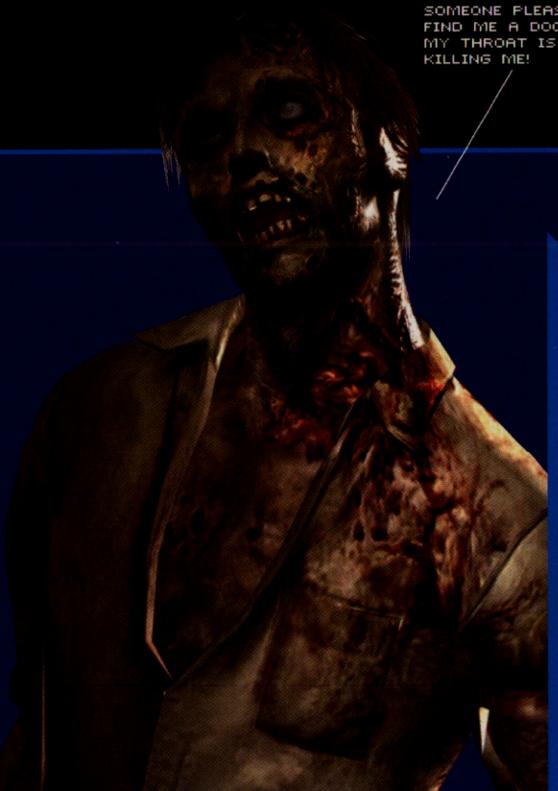
SOMEONE PLEASE  
FIND ME A DOCTOR,  
MY THROAT IS  
KILLING ME!

## PART ONE

# RESIDENT EVIL GUIDE

### CHRIS REDFIELD GUIDE

It's time to face your fears and stop hiding behind the sofa as we lead you by the hand through the scariest ever Nintendo game.



### CHRIS OR JILL?

At the beginning of the game you can choose to play as either Chris Redfield or Jill Valentine. Your decision will not only affect the intensity of your experience, but also the type of monsters and puzzles you'll face. Survival horror beginners should choose Jill while those hungry for a more hardcore experience should pick Chris, which is why we're focusing on his adventures for this comprehensive guide to all things scary.



■ Chris starts without a gun and must rely on the Survival Knife and a cigarette lighter, so you'll have to defeat the first zombie up close and personal. Chris only has six spaces in his small inventory, which means you'll have to backtrack to the Items box more than once.

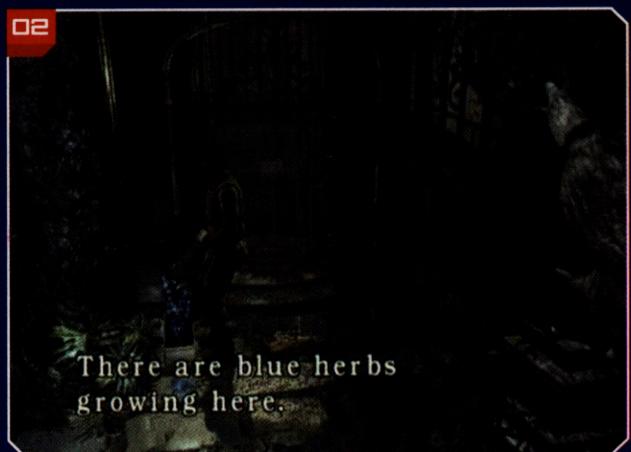
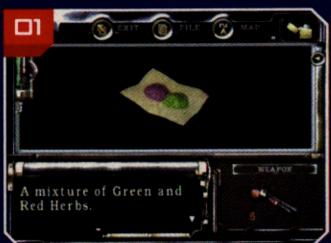


■ Jill Valentine has use of the Handgun right from the start of the game and also gets more help than Chris from other characters. Her bigger inventory has eight slots rather than six and she gets exclusive use of the Grenade Launcher. She also has a Lockpick, but no lighter.

### HERBAL ESSENCE

You'll come across several different types of medicinal Herbs in *Resident Evil*. As with all provisions in the adventure, Herbs are in limited supply. Blow all your medicinal supplies on the slightest scratch and you'll be in trouble once the action starts heating up later in the game.

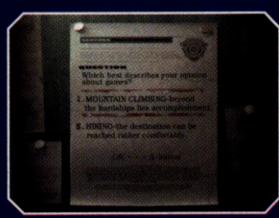
■ Green Herbs will only restore a small amount of health, but when mixed with others they become far more potent. Mix a Green Herb with a Red Herb and you'll create a concoction that restores 100 per cent of your health in seconds.



There are blue herbs growing here.

### TAKE A HIKE

You're now primed and ready to start shredding some undead butt but before you get cracking you're presented with two riddles about climbing and hiking. Choose Mountain Climbing for *Resident Evil*'s Normal mode and Hiking for the Easy mode.



■ You'll usually find Blue Herbs close to areas inhabited by poisonous creatures such as snakes, spiders or bees. Use a Blue Herb as an antidote if you are poisoned. Combine them with Red and/or Green Herbs to restore your health, too.

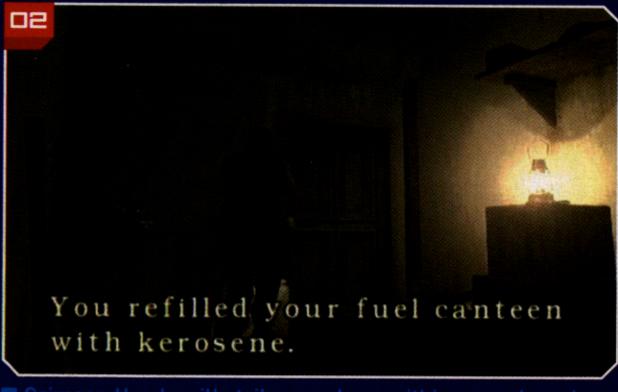


## BURN, BABY, BURN

Zombies have always been staple enemy fodder in previous *Resident Evil* games and are the easiest of Umbrella's heinous creations to dispatch. Their loud moans and slow shuffle meant you could hear them coming a mile off, giving you plenty of time to prepare a warm welcome. Now they've got more terrifying...



■ When you start to explore the mansion you'll notice many slumped zombies lying dormant and apparently harmless. Wrong! After a time, these sleeping beauties will mutate into Crimson Heads, an infinitely more vicious variety of flesh eater and something you won't want to have eating your face.



You refilled your fuel canteen with kerosene.

■ Crimson Heads will strike you down within seconds and you'll be forced to use precious ammo, so you need to stop them rising and rampaging. Once you find the Fuel Canteen in the East Storeroom, fill it with kerosene from the canisters.



■ Whenever you see a snoozing zombie, stand over it and use the Fuel Canteen, but step back to avoid getting burned in the zombie barbecue. Keep refilling the Fuel Canteen and cooking prone zombies whenever you come across them.

## GUN SURVIVOR

Managing your ammo and weapons is a vital aspect of survival horror game strategy. There's nothing worse than slogging your guts out to reach the end and then finding you have to kill the big boss with your bare hands and a toothpick.

■ The most effective way of saving ammo is a well-timed head shot. Wait until a zombie is right in front of your face, take aim and press **A** on the D-Pad. Time it right and you'll instantly decapitate the ghoul.



■ Aside from conserving ammo, head shots prevent Crimson Heads from getting up again. You have a one in ten chance of pulling off a head shot fatality with the Handgun and a one in three chance with the Shotgun.



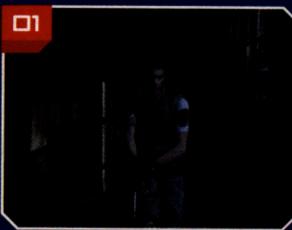
■ Another technique to increase accuracy and conserve ammo is the Target Lock. Whilst holding down **R** to aim, tap **L** to lock onto your closest target. To change targets or re-target an enemy, just tap **L** again.



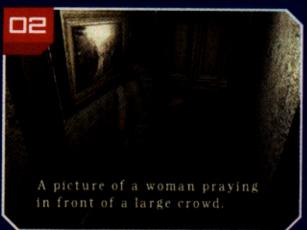
■ If you're running low on health and ammo there's one desperate move you can try – aiming down when faced with an advancing zombie. Chances are you'll blast off a leg and temporarily halt the assault.



## STAY FROSTY



■ Your ears are the most vital organ on your body when playing *Resident Evil*. Listening out for creaking floorboards, eerie moans and shuffling feet will alert you to surprise attacks and prevent you from being ambushed, so stay alert at all times.



A picture of a woman praying in front of a large crowd.

■ You'll notice all sorts of interesting paintings on the mansion walls. If you want to learn more about the secrets of the mysterious Spenser family make sure you take time to examine the pictures. It won't help you stay alive, but it's fun all the same.



GET TOOLED UP



■ When the game starts Chris heads off in the direction of the Dining Room to investigate the gun shot. After knifing the evil zombie snacking on Kenneth's cranium in the adjacent corridor make sure you collect the video from Kenneth's corpse.

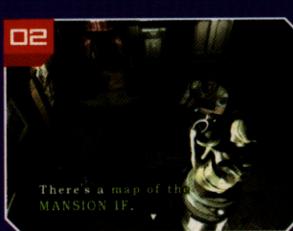


■ Head back to the main Hall via the Dining Room and you'll find that you're all alone. Jill and Wesker have disappeared and you're all alone, but they've left you the tasty Handgun in the middle of the shiny main Hall floor.

MANSION 1F MAP



■ From the main Hall, head through the double doors on the right. Jump over the chest at the back to enter the rear corridor. Here you'll find the first Defence Item, the Dagger, and instructions.

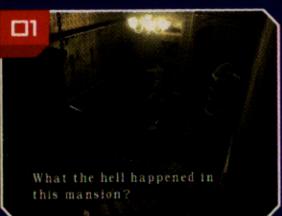


■ Take care of the lurking zombie as you return to the chest, then push it towards the Water Carrier statue. When you're close enough, clamber up to get your hands on your first Map.



SWORD KEY

■ Go back to the corridor where you saw Kenneth slaughtered. Walk past the corpses and follow the corridor round until you reach a room with a birdcage. Examine the corpse just for fun and continue up the stairway.



What the hell happened in this mansion?

■ Go through the door at the top and explore the corridor to your right, heading past the spears lined up along the wall. Collect the Golden Arrow from the impish statue and pick up the Handgun magazine that you'll find nearby.



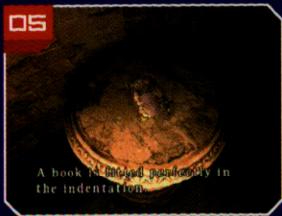
■ Unlock the right-hand door to reach the Dining Room balcony. Deal with the zombie, then go through the double doors that will lead you back to the main Hall. Now head through the painted door at the top of the main staircase.



■ Enter the spooky graveyard and tiptoe by the tombstones until you reach the grave that has a picture of a cherub on it. Examine the Golden Arrow and place the Arrow Head in the recess provided to reveal a secret passage.



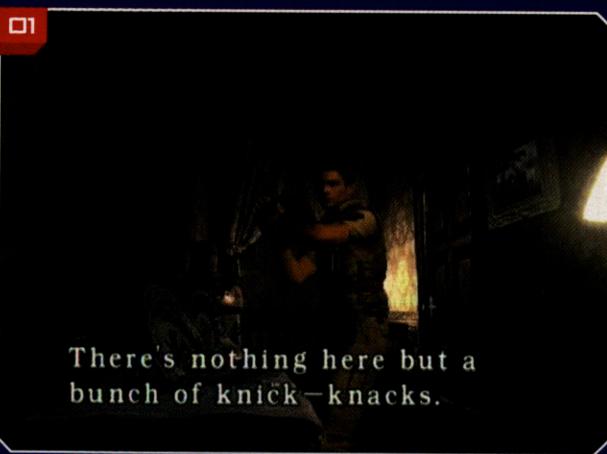
■ Enter the dank, dark crypt, ignoring the eerie statues on the wall for now. When you reach the opposite end of this charming location pick up the Book of Curse and examine it to get the Sword Key. Now head back to the mansion.



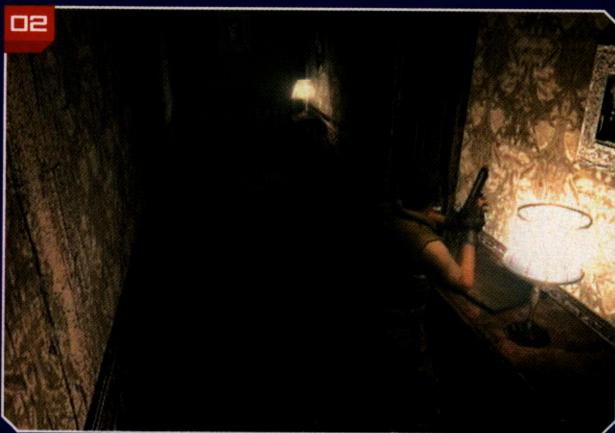
A book is buried randomly in the indentation.



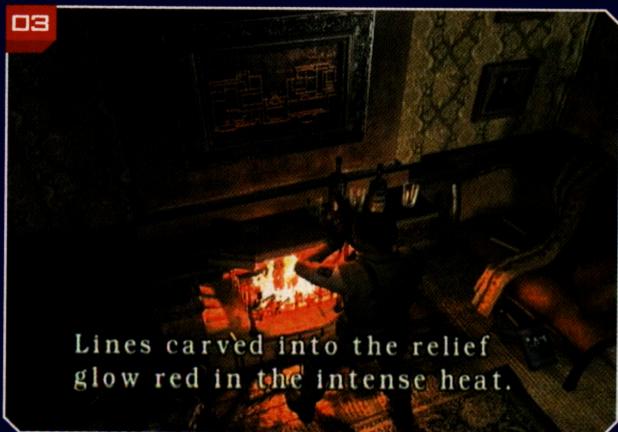
## MANSION 2F MAP



■ Back inside the mansion, unlock the door on the upper right side of the main Hall's second floor with the Sword Key. Walk down the corridor, past the smashed plates and the double doors that use the Armour Key.



■ Pick up the Wooden Mount from the chest of drawers on the right. Now go through the next door on the right and follow the corridor all the way round, past the staircase that leads down to a useful Save Room.

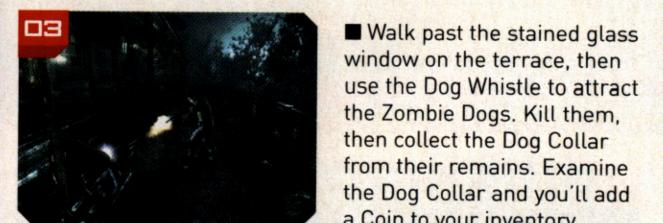


■ Enter the Drawing Room and use the Cigarette Lighter on the fireplace. Examine the imprint of a map on the wall above. Look at the Wooden Mount and use it on the imprint to receive the second floor Map of the mansion.

## ARMOUR KEY



■ Head to the Office on the second floor, which you'll find at the far end of the U-shaped corridor where you previously found the Wooden Mount, directly above the east stairs Save Room. Pick up the useful items inside.



■ Examine the back of the Coin to get the Imitation of a Key. Hot-foot it to the room with the birdcage, which now houses an unkindness of ravens. Pass the corpse and walk upstairs.



■ Go through the door and walk past the knight statues. Pick up the Armour Key from the floor to trigger a trap. In order to progress further you need to stop the trap by quickly replacing the Armour Key with the Imitation of a Key.



## BLUE GEMSTONE



■ Make for the Dining Room's first floor balcony and push the statue over the edge. Get the Blue Gemstone from the rubble, then unlock the door at the end of the corridor outside the Drugs Room with the Armour Key.



**"A tiger glowing with blue and yellow light"**

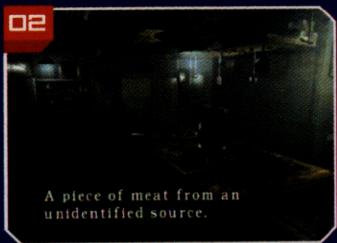
■ Take the corridor on Chris Redfield's right, then turn left into an alcove. Open the door to find a stone tiger's head. Insert the Blue Gemstone to get the Shotgun shells. You'll be back here later to get a much more important item.

## OLD KEYS

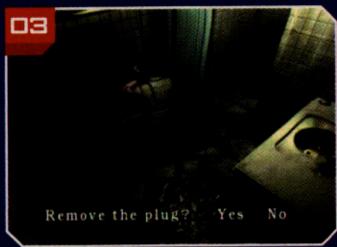
■ Unlike Jill, Chris Redfield doesn't have a Lockpick to unlock the mansion's rickety doors. Instead you'll have to find five Old Keys. The first one is in the east stairs Storeroom, but the others are a little harder to find.



■ The second Old Key is in the Kitchen. This is a truly disgusting blood-soaked hovel with nasty looking 'meat'. To reach the filthy place go down the stairs at the opposite end of the corridor to Kenneth's death scene.



■ The third Old Key is in the Bathroom on the north east side of the first floor. Pull out the plug to drain the bath water, but be prepared for a very nasty surprise in what is one of the best *Resident Evil* moments you'll encounter.



■ Expect a terrifying assault in order to get your hands on the fourth Old Key. Head for the Keeper's Bedroom, just south of the room with the Tiger's Eye statue inside. Open the closet and battle with two zombies.



■



■ The fifth and final Old Key is on the chest of drawers in the Researcher's Bedroom, which is to be found on the north east side of the second floor, between the Ante-Room, where the moose head trophy hangs, and the Office.



## BOTH BARRELS



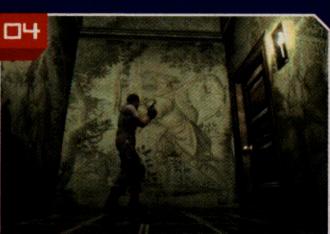
■ Chris Redfield's 9mm Beretta may have been enough to keep the mutant zombies at bay so far, but once you've obtained the Armour Key the Crimson Heads will start to attack. You're now in need of some firepower.



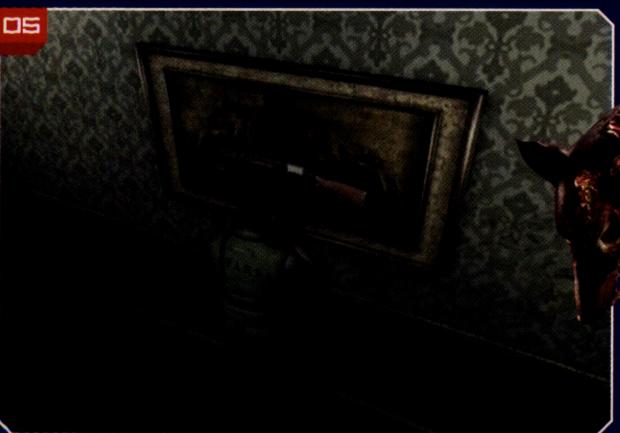
■ Use an Old Key to unlock the door on the right of the corridor that leads from the west side Drugs Room. This is the Storeroom, where you'll find the Broken Shotgun and handy Kerosene Can, so pick them up.



■ Take the Broken Shotgun and another Old Key all the way to the east side Save Room. You can expect plenty of surprise appearances along your way, so keep that Pistol cocked and loaded or you'll be a zombie snack.



■ From here, go through the door with the dodgy handle. This can only be used three times before it breaks. Go through the room with the beautiful friezes painted on the walls and enter the Smoking Room.

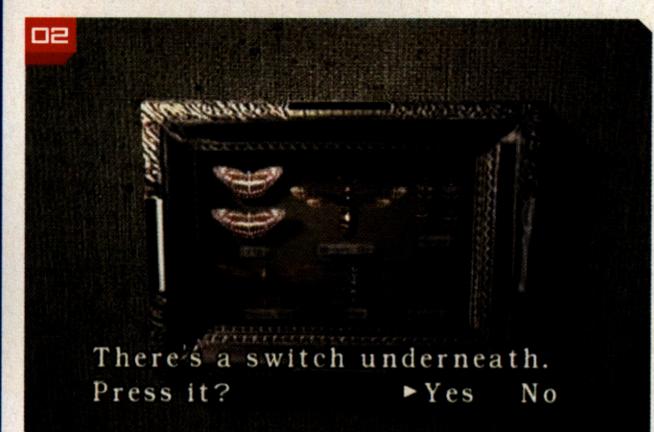


■ Replace the Shotgun that you see on the wall with the Broken Shotgun to prevent the trap being sprung when you exit via the decorative but deadly painted room. Now you have your trusty shooter you can destroy zombie skulls with gusto.

## WIND CREST



■ Head back to the Researcher's Bedroom and use an Old Key to unlock the Researcher's Office which is directly opposite. Take the Bee Specimen from the Lure box next to the door and collect the Fish Hook that's situated on the far wall.



There's a switch underneath.  
Press it?      ▶ Yes    No

■ Get the Lure of a Bee from the Specimen Case. Combine it with the Fish Hook and place it in the Lure box. Place the Bee Specimen in the Specimen Case and press the switch to reveal the Wind Crest.





## DEATH MASK



■ Go to the east terrace on the first floor and pick up the Chemical. You'll need another Old Key to unlock the door to the terrace. Now you must take the Chemical back across the mansion to the west side Drugs Room.



■ Continue down the corridor, through the door and straight ahead through the shadows and into the Conservatory. Put the Chemical in the Water Pump, pump the water and then turn the switch to red. Get the Death Mask from the rear.



■ Head to the Armour Room in the middle of the east side U-shaped corridor to collect the second Mask. Your job here is to move the knights back into place, but make sure you don't press the switch yet or you'll be gassed.



■ Push the top right knight first, then the bottom left, then the bottom right. Now press the switch to get the Jewellery box. Examine it and press the sun patterns on either side to get the second Death Mask.



■ Once you have the Shield Key head for the corridor where you saved Richard. Unlock the door on the right that's covered in cobwebs and prepare to face Yawn the giant snake. Don't waste ammo, just dodge him and grab the Mask.



The picture of the sage has turned purple.

■ Unlock the Armour Key door south of the east stairs Save Room, directly opposite the Spenser Family Crest door. Press the switch on the picture that hangs nearest the door, then the first and second pictures on the far side.



■ The Valiant portrait should become orange, the Sage will turn purple and the Saint will go green. Press the switch under Lisa's portrait and get the last Death Mask. Unlock the graveyard gate with the Old Key and head for the Crypt.

## CRIMSON HEAD ELDER



■ Place the Masks on the four statues in the Crypt. When the coffin falls down, examine it. The Crimson Head Elder will launch a ferocious attack, so simply floor it with five blasts from your Shotgun. Before leaving get the Stone and Metal Object.



## SAVING PRIVATE RICHARD



■ After getting the second Death Mask in the Armour Room, use the Armour Key to unlock the door to the south of the Armour Room. Complete this task and it will trigger a cut scene between Rebecca and Richard, who is seriously ill.



■ You have four minutes to fetch the Serum from the Drugs Room. Take the short cut through the upper west terrace because it's vital that you save Richard to avoid any unwelcome consequences later on. He'll also give you his radio.



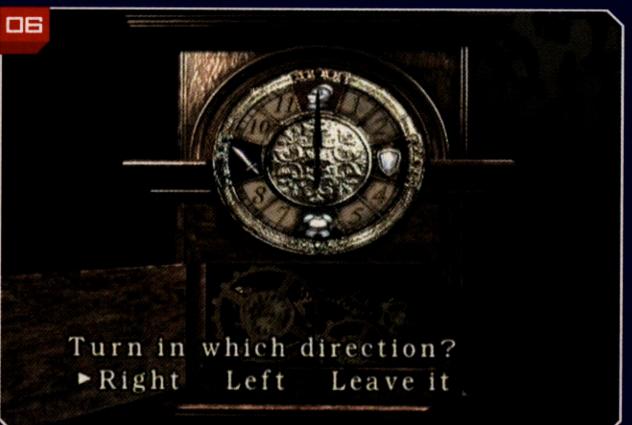
■ Go through the door that's north of Yawn's cobwebbed lair. Light the candles to brighten the room and push the cupboard to reveal a doorway. Watch out for the lurking zombie when you enter the secret room.



■ Get the Inner Music Score from the shelf. Combine both scores to complete them, then go back down to the Music Room. Put the music on the piano and Rebecca will join you. When prompted, agree to let her practice.



■ Boy does she need to practice! Leave the room and get the Wooden Emblem from the Dining Room fireplace. Wander around for three minutes then return to Rebecca. She'll play you the Moonlight Sonata and a secret door will open.



■ Enter and replace the Gold Emblem with the Wooden Emblem. Now place the Gold Emblem above the Dining Room fireplace. Examine the clock and move the gears so that the hands show six o'clock. The Shield Key is now yours.

## SHIELD KEY



■ Your quest to get the Shield Key is a complicated one, but don't worry, you'll be treated to some musical entertainment along the way. First off, head to the Music Room that you'll find north from the Dining Room.



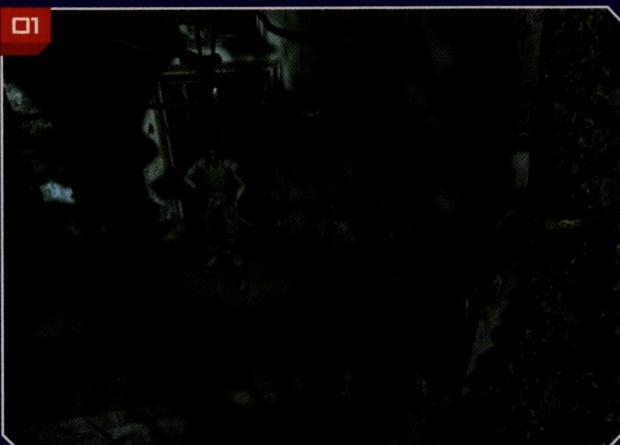
■ Once there unlock the Music Room with the Armour Key. Move the shelves at the back of the room to get the Outer Musical Score. To get the Inner Musical Score make for the corridor where you saved Richard.





## MAGNUM FORCE

01



■ Now it's time to go for a walk in the woods. Before setting off, make sure you have the Stone and Metal Object and the Wind Crest. Head for the iron gate that you'll find north of the Portrait Gallery where you found the fourth Death Mask.

■ Blast the zombie dogs that pounce, then insert the Stone and Metal Object in the alcove to the left. Enter what looks like some sort of garden shed. Go down the stairs on the right and through the single door.

■ Hike down the path. When you reach the red weather vane press the switch to make it point to the west. Carry on until you find the blue weather vane. Hit the switch to make it turn to the north.

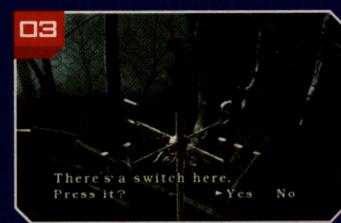
■ The dog statues that guard the gate should now be facing away from each other, allowing you to go through. Head straight on and place the Wind Crest in the right gravestone. Now collect the Moon, Star and Sun crests.

■ Examine the back of each crest, then place them in the left gravestone. You now have the mighty .357 Magnum, Resident Evil's most potent weapon. Make sure you resist using the gun until you face the final boss as clips are scarce.

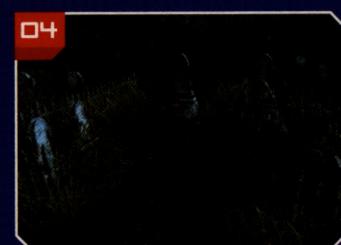
02



03



04



05



## CRANKS AND CRAZIES

01



■ Head east after leaving the gravestone area. Go through the iron gate and up through the incredibly creepy woodland path. You'll hear some hideous moaning and eventually you'll reach a wooden hut in the remote northern area of the woods.

02



■ The hut is a sanctuary of sorts, with a useful Item Box and Typewriter. Climb down through the gap opposite the Typewriter and get the Crank from the murky pit round the back. When you return, a hideously deformed creature appears.

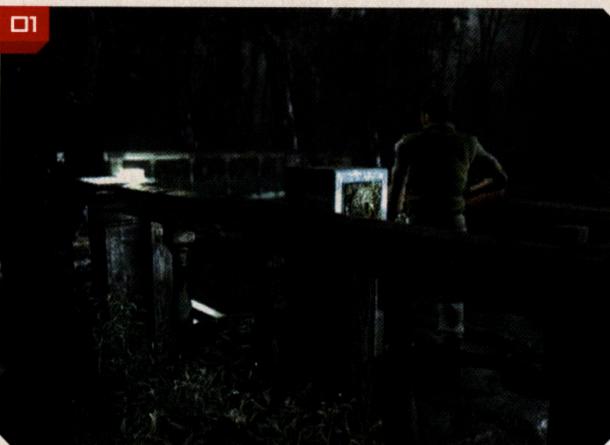
03



■ Young Lisa is not a pretty sight, and what's more, you can't kill her with any of your ammo, so avoid her thrashing arms and run as fast as you can out of the hut's exit. Once you are safely outside the shack she won't follow you.



## CROSSING THE POND



■ With the Crank, return to the garden shed and exit through the double doors. Go through the northern iron gates and head round to Chris' left. Use the Crank in the square hole to drain the pond.



■ Run across the pond and left across the bridge to access the cylindrical lift. Run straight to the west side of the Fountain Courtyard. Hot foot it through the gate and head to the north where you can enter the spooky Residence.

## ARACHNOphobia



■ The Residence is one of the creepiest locations in the game. Here you'll encounter the giant acid-spitting giant spiders. No matter how old you are these hairy beasts will make your skin crawl right off your body. ARGH!



■ The giant spiders look absolutely terrifying, but can easily be dispatched with five or six Pistol shots. However, once downed, their carcasses will continue to spurt acid and poisonous baby spiders will emerge, so keep a wide berth.

## RESIDENCE EVIL

■ When you enter the Residence, make use of the Save Room near the entrance. You'll need a key to enter Room 001 so ignore it for now and head straight for the double doors of the Rec Room. Beware the spiders!



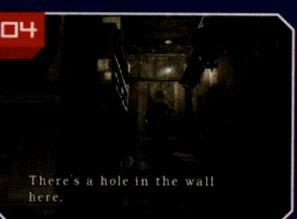
■ After taking care of the hairy-legged threat, explore the bar and pick up the Red Book. If you're wondering about the coloured lamps there's no need to use them provided you saved Richard back in the mansion.



■ Time to explore the bowels of the Residence. First, to prevent being slashed by Plant 42, push the box in the corridor forward and then down until it's next to the much larger crate. Climb over both crates and proceed.



■ Follow the corridor-round until you reach the alcove to the left of Room 002. Take the Residence Map, but whatever you do, don't look through the hole, or you'll unleash a swarm of bees on your tail. Just ignore it and move on.



■ Now enter the bloodstained wreck of Room 002. Inside there's at least one zombie lurking in here, so stay frosty. In the Bathroom you can collect the Residence Key from the shelf. Now you can head back to Room 001, but just stay on your guard.



■ There's a very nasty scene in Room 001, but don't worry, it won't come to life. Get the Self Defense Gun from the Bedroom, torch the evil zombie in the Bathroom and drain the bath to get the Control Room Key.



## SHARK BAIT



■ Taking the Control Room Key, head back to Room 002. Push the left-hand bookcase towards the back and the right-hand bookcase over to the right. Climb down the secret ladder that appears and follow the corridor round.



■ In order to cross the water you have to make a platform with the three crates that sit in the corridor. Push the crate that's closest to the water in first, followed by the other two boxes. Run across and go through the door on the far side.

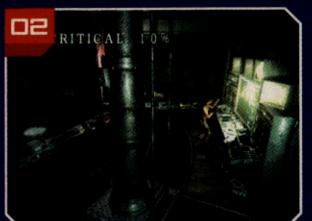


■ After witnessing Richard's terrifying demise at the jaws of the Neptune shark you must be prepared to run for your life. As soon as you take control of Chris don't attempt to shoot the sharks, just run clockwise to the Control Room's entrance.

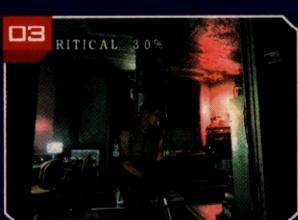
## DRAINING THE WATER



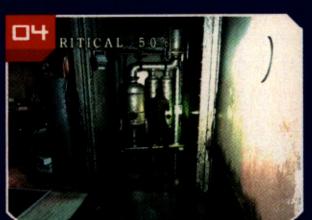
■ Once inside the Control Room climb down the ladder. Get the map of the Aqua Ring from the wall on the left and hit the switch on the centre console to start draining the water. This will really annoy Neptune, but tough.



■ You have to work fast against the clock now. If the pressure gauge reaches 100 per cent Neptune will break through the glass. First press the switch on the right-hand console to release the safety on the Pressure Shelter.



■ Rush to the left side and press the Control Lever to lower the Shelter, which gets stuck halfway down. You now have to alter the oil pressure. Walk past the ladder and head towards the screen to access the corridor.



■ Head right and press Valve number two. Leg it back to the Control Room and hit the safety switch on the right. Now pull the shelter switch on the left. Finally press the central console switch to fully drain the water.

## GALLERY KEY



■ Exit the area through the Maintenance door at the other end of the Oil Valve corridor. Search the rooms in this area for goodies, including some very useful Magnum shells. Now you can enter the drained Aqua Ring via the north door to continue.



■ Shoot the first floundering shark to collect Richard's Assault Shotgun. Run ahead to the metal podium, avoiding Neptune as you go. Push the control panel into the water, then pull the lever to give Neptune a lethal shock. Now collect the Gallery Key that's nearby.



## KILLER BEES



A corpse with a contorted expression of pain on his face.

■ Head back to the Residence via the ladder at the north of the Maintenance corridor. Enter the Gallery, get the Insecticide from the corpse at the end and use it on the hole outside Room 002 to kill the swarm of bees.

## DIRTY BOOKS



■ Search the Gallery for goodies and get the Room 003 Key from the bee hive area that's behind the corpse. Inside Room 003 examine the bookcase and remove the middle book. Now replace it with your Red Book.



■ Your task is to move the books so that the spines form a picture of a reclining lady. To complete this puzzle swap the first book with the fourth and the sixth with the second. Finally swap the third and seventh volumes.

## PLANT 42



■ Go through the secret door revealed by solving the book puzzle and Plant 42 will rear its ugly head. Provided you saved Richard earlier you'll be able to get straight down to shredding Plant 42.



■ Run up the stairs to reach the balcony. Keep moving to avoid Plant 42's venom attacks. Fire the Self Defense Gun round and finish it off with ten Assault Shotgun rounds. Take the Helmet Key.

## RETURN TO HELL

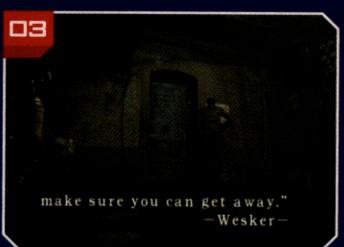
■ After beating Plant 42 you'll see a cut scene with Rebecca. You can go and see her in the Chemical Room and she'll heal your wounds up to three times. Once you've done, head back towards the Residence entrance.



■ On your way you'll meet Wesker, acting weirdly as usual. He'll tell you to go back to the mansion, so that's where you're head. Make sure you have your Shotgun armed and by your side as you're going to need its firepower.



■ Head back the way you came and go through the Courtyard. When you reach the garden shack you'll find that Wesker has left you lots of ammo clips and healing equipment. Wesker seems like such a nice man. Or is he...



make sure you can get away."  
—Wesker—

■ When you step back inside the mansion you'll see a blood-curdling cut scene, heralding your first encounter with a Hunter. These terrifying creatures can decapitate you with one blow, so take them out with Shotgun blasts.



## MORE HORROR AWAITS NEXT MONTH

You can never have too much survival horror adventuring, so don't miss next month's conclusion to complete our *Resident Evil* guide. We show you how to finally put tragic Lisa out of her misery and introduce you to such monstrous delights as the vile Black Tiger tarantula and the heinous Tyrant.





# OFFICIAL TIPS

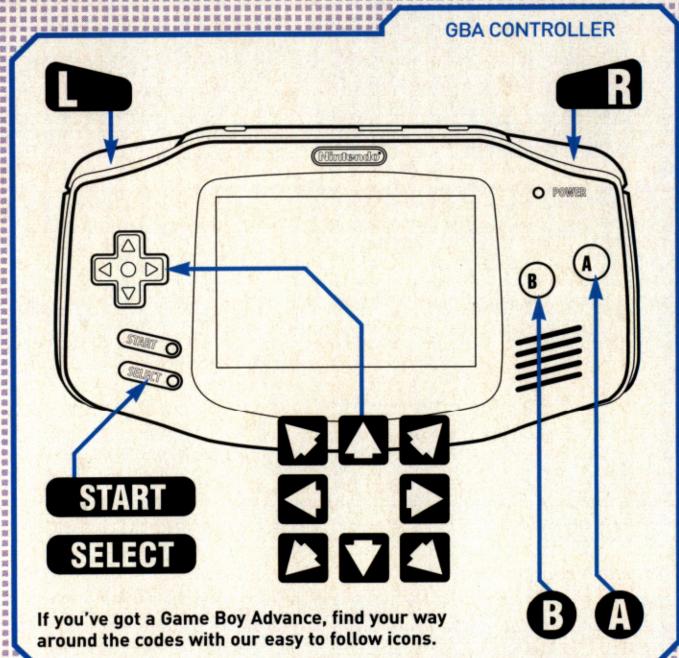
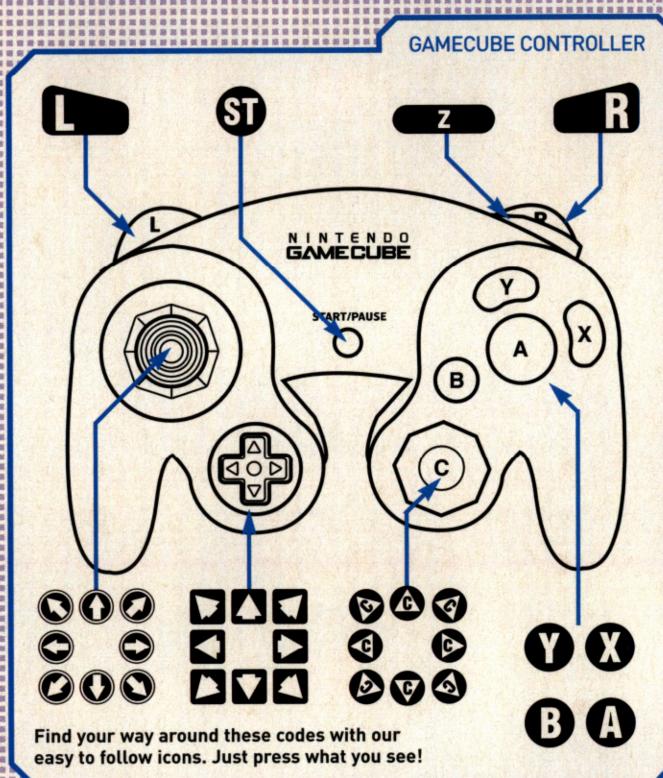
If you need a little help getting past that pesky boss in your favourite game or simply want to have a little fun, you'll find it all here in Official Tips.

*NBA Courtside 2002*  
Crazy body codes p58

*SSX Tricky*  
New crazy courses p59

*SSB. Melee*  
Funky new tunes p59

*Virtua Striker 3*  
Bizarre faces p60



## NBA COURTSIDE 2002

### ■ BIG AND SMALL HEADS, HUGE HANDS AND TINY BODIES

All these must be entered in Skills mode. Press and hold **X** and **Y** while pressing **Y** and **B** at the same time. You will hear the crowd roar and open a new menu, Controller Stress Test.



□ To reduce the giants to tiny mortals go to the Controller Stress Test menu and press **Y**, **B**, **Y**, **B**, **Y**, **B**, **Y** and **B**.



□ Here it is, our favourite. To give your players hilarious huge heads press **Y**, **B**, **Y**, **B**, **Y**, **B**, **Y** and **B**.



□ For small heads all you've got to do is press **Y**, **B**, **Y**, **B**, **Y**, **B**, **Y** and **B**.



□ For a team of invisible players just press **Y**, **B**, **Y**, **B**, **Y**, **B**, **Y** and **B**.



□ To give your basketball stars extra large hands and a very distinct passing advantage press **Y**, **B**, **Y**, **B**, **Y**, **B**, **Y** and **B**.



## SSX TRICKY

HEY BOYS, WANT TO HERD FOR THE PEAKS?



## ■ UNLOCK MIX MASTER MIKE AND TWO NEW SECRET MOUNTAIN COURSES

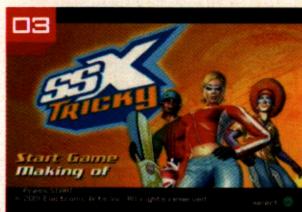
*SSX Tricky* has to be one of the coolest snowboarding games on the planet. Here are some hints and a cheat to make it an even more radical mountain ride.



□ To unlock the Pipe Dreams course you'll first need to win a medal in all the Showoff levels. It's tough, but well worth the extra effort.



□ To unlock the anarchic Untracked free-for-all course where no rules apply you'll first need to win at least one medal in every race.



□ To add Mix Master Mike to the line up of Eddie and Elise hold down the **L** and **R** buttons on the Title screen. Now press **A, A, Z, A, A, Z, A, A, Z** and **Z**...



□ ... let go of the **L** and **R** buttons and start the game. Select Mac and Mix Master Mike will appear on the course instead when you start snowboarding.

## SUPER SMASH BROS. MELEE

## ■ SWAP ZELDA FOR SHEIK, GET FUNKY NEW TUNES

We never tire of finding you new tweaks and codes to make this fantastic game even more fun than it is already. You already know how to unlock all the characters, now try these extra little secrets for more Nintendo fun.



□ To fight as Sheik rather than Zelda, hold down the **A** button when you select Zelda. You should hear a familiar *Zelda* sound to confirm that you've accessed the code correctly.



□ To hear alternate music tracks during the game press and hold either the **L** or **R** shoulder buttons when you choose a stage. It doesn't work on all levels though.

## 2002 FIFA WORLD CUP

## ■ UNLOCK SPECIAL TEAMS

Definitely not our favourite football title on GameCube by a long chalk, but these secrets should make it a little more bearable as it unlocks the special teams that are tucked away. To open up the game's hidden squads you must win the World Cup with a team from a selected region around the world. It sounds pretty easy, but just you wait and give it a go...



□ To unlock the All-Europe team simply win the World Cup with a team from either Europe or Oceania. Go on, you know you want to be England.



□ To unlock an All-Americas team you'll have to win that precious gold statue with a team from either North or South America.



□ To earn yourself the All-Africa team first win the World Cup with a team from Africa. Maybe Senegal will do the business for you.



□ If you fancy unlocking the All-Asia team, first win the Cup with a team from Asia. How about the mighty South Korea for this challenge then?



□ To change your victory move when you win just press **B**, **X** or **Y** at the end of a battle. Each button represents a different pose for your superstar fighter.



## FAST TIPS

Want a little goodie for *Red Card* or *Agent Under Fire*? Then check out these little babies below...

### RED CARD

Dom really rated this game in issue 119, so give it a try. To unlock all teams, stadiums and finals enter BIGTANK when prompted for your username.



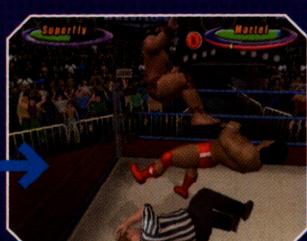
### JAMES BOND 007 IN... AGENT UNDER FIRE

If you want to be rewarded with the special James Bond Moves video on completion of the game you will need to win at least a Bronze medal on every mission.



### LEGENDS OF WRESTLING

To unlock every classic wrestler in the game head for the main screen and press **△** **□** **△** **□** **Y** and **X**.



## VIRTUA STRIKER 3

### ■ MAKE YOUR PLAYERS LOOK SILLY

To activate these daft codes you first need to win the Road to International Cup with any team, then select Player Edit for any of your winning team's players. A Glasses and Others option should have been added.



- Using the Glasses option replace your players name with the word CAT. He will now have a bizarre cat face when you access the Face option.
- To dress one of your players up as Father Christmas enter the name SANTACLASUS instead of CAT, then check out the white beard and red suit.

## DOKAPON

### ■ BONUS DUNGEONS AND CLOWN SUITS

Not the best RPG game on the GB Advance, but hopefully these secrets will help make sense of all the monster madness. If you've managed to plough through to the end you certainly deserve a reward.



- To get a Bonus Dungeon finish the game and keep playing once the credits have stopped. Go to the Dragon Fountain and press **A** to access the New Land Dungeon.



- Finish the Circus level, then go back to the house next to yours in the village. Chat to the girl and she'll give you a clown suit. Now open the wardrobe in your cottage to select one of two daft new suits.

## MEDABOTS AX

### ■ PUMMEL THE RUBBEROBO GANG

If you're enjoying this game based on the popular Fox Kids cartoon you'll be glad to know that there's a way of prolonging your joy even after the final credits.



- Wipe the floor with everyone in the tournament, then watch as the Rubberobo Gang nick your prize after the credits roll.



- Don't worry, you can now get revenge by challenging the gang at previous locations and earn yourself precious Medaparts.

## CT SPECIAL FORCES

### ■ SPECIAL CHARACTERS AND LEVEL SKIPS

This GBA side-scrolling counter-terrorism shooter is a complete blast, but it's also very difficult. Sneak forward levels by entering these codes on the Passcodes screen.



- Enter 1608 and you will be transported to level two. Enter 2111 and you will unlock stage three, while 1705 will transport you to the last level.



- To enhance your terrorist killing experience even further and unlock special characters, enter code 0202 at the Passcodes screen for a little GBA surprise.

# CHEATS UNLIMITED



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FAST ACCESS CHEATS & GUIDES"

TIPS  
CHEATS &  
WALKTHROUGHS

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## OTHER GAMES

A = 0 1  
Ace Combat 4: S. Skies  
Age of Empires 2  
Agent Under Fire  
Alone in the Dark 4  
B = 0 2  
Blood Omen 2  
Broken Sword 1 & 2  
Burnout  
C = 0 3  
C-12 Final Resistance  
Champ. Manager 2001  
C.Bandicoot: W. of Cortex  
D = 0 4  
Dark Cloud  
Devil May Cry  
Digimon World  
Dino Crisis  
Dracula Last Sanctuary  
Dracula Resurrection  
Draken: Ancient Gates  
Driver 2  
E = 0 5  
Escape Monkey Island  
F = 0 6  
Fear Effect: Retro Helix  
F.Fantasy 6,7,8,9,10 & An.  
G = 0 7  
Gran Turismo 1,2,3 & Con.  
Grand Theft Auto 1, 2&3  
H = 0 8  
Half Life  
Halo  
Harry Potter  
Headhunter  
I = 0 9  
In Cold Blood  
J = 1 0  
J.Bond: Agent Under Fire  
Jak & Daxter  
L = 1 2  
LMA Manager 2002  
M = 1 3  
Martian Gothic  
Max Payne  
Metal Gear Solid  
Metal Gear Solid 1 & 2  
N = 1 4  
Necronomicon  
No One Lives Forever  
O = 1 5  
Onimusha: Warlords  
P = 1 6  
Parasite Eve 2  
Pro Evolution Soccer  
R = 1 8  
Red Faction  
Res.Evil: Code Veronica X  
Resident Evil 1, 2 & 3  
S = 1 9  
Silent Hill 1 & 2  
Sims  
Smackdown! 1, 2 & 3  
Soldier of Fortune  
Soul Reaver 1 & 2  
Spiderman 1 & 2  
Spiderman The Movie  
SSX Tricky  
Star Wars: Jedi Knight 2  
Star Wars: Rogue Leader  
State of Emergency  
T = 2 0  
Theme Park World  
The World is not Enough  
Tomb Raider 1, 2, 3, 4&5  
Tony Hawk's 1, 2&3  
V = 2 2  
V-Rally 3

## GAMEBOY

A = 0 1  
A Bug's Life  
Action Man  
Aladdin  
Aliens: Thanatos Enc.  
Alone in the Dark 4  
Antz  
B = 0 2  
Blade  
Blue Pokemon  
C = 0 3  
Casper  
Crystal Pokemon  
D = 0 4  
Dave Mirra BMX  
Donkey Kong Country  
Donkey Kong Land 2  
Dragon Ball Z  
Dragon Warrior Monsters  
Driver  
Duke Nukem  
E = 0 5  
Earthworm Jim 2  
G = 0 7  
Gold Pokemon  
Grand Theft Auto  
H = 0 8  
Harry Potter  
Harvest Moon 2  
I = 0 9  
I.Jones: Infernal Machine  
L = 1 2  
L.of Zelda: Links Awake.  
Legend of Zelda: Ages  
Legend of Zelda: Seasons  
Links Awakening (Zelda)  
M = 1 3  
Mario Land  
Mario Tennis  
Metal Gear Solid  
P = 1 6  
Perfect Dark  
Pokemon Blue  
Pokemon Crystal  
Pokemon Gold  
Pokemon Red  
Pokemon Silver  
Pokemon Trading Card  
Pokemon Yellow  
R = 1 8  
Rayman  
Red Pokemon  
Robot Wars: M. Mayhem  
Rugrats in Paris  
S = 1 9  
Silver Pokemon  
Simpsons: Thouse Horror  
Spiderman  
Super Mario Land  
Super Mario Land 2  
T = 2 0  
Tennis  
The L. of Zelda (Ages)  
The L. of Zelda (Seasons)  
Tomb Raider  
Tony Hawk's 2  
W = 2 3  
Wario Land 2  
Wario Land 3  
WWF Betrayal  
WWF Wrestlemania '00  
Z = 2 6  
Zelda  
Zelda: Links Awake. DX  
Zelda: Oracle of Ages  
Zelda: Oracle of Seasons  
0-9 = 2 7  
102 Dalmatians

## N64

A = 0 1  
Aidyn Chronicles  
Armories  
Army Men S's Heroes  
B = 0 2  
Banjo Kazooie  
Banjo Tooie  
Blues Brothers 2000  
C = 0 3  
Command & Conquer 64  
Conkers Bad Fur Day  
D = 0 4  
Diddy Kong Racing  
Donkey Kong 64  
Duke Nukem: Zero Hour  
E = 0 5  
Excite Bike 64  
F = 0 6  
Forsaken  
G = 0 7  
Glover  
Goldeneye  
H = 0 8  
Hybrid Heaven  
J = 1 0  
James Bond: Goldeneye  
Jet Force Gemini  
K = 1 1  
Killer Instinct Gold  
L = 1 2  
Legend of Zelda  
Legend of Zelda: M. Mask  
Lego Racers  
Lylat Wars  
M = 1 3  
Mario 64  
Mario Karts  
Mario Party  
Mission Impossible  
Mortal Kombat Trilogy  
P = 1 6  
Perfect Dark  
Pokemon Snap  
Pokemon on Stadium 1 & 2  
Premier Manager 64  
Q = 1 7  
Quake 2  
R = 1 8  
Rainbow Six  
Rayman 2  
Resident Evil 2  
S = 1 9  
Shadowman  
Shadows of the Empire  
South Park  
Star Wars: Racer  
Star Wars: Rogue Squad.  
Super Mario  
Super Smash Brothers  
T = 2 0  
The World is not Enough  
Tony Hawk's 2  
Turk 2  
Turk: Dinosaur Hunter  
Turk: Rage Wars  
V = 2 2  
Vigilante 8  
W = 2 3  
Wave Race  
WCW vs NWO Revenge  
WWF Attitude  
WWF No Mercy  
WWF Wrestlemania '00  
Y = 2 5  
Yoshi's Story  
Z = 2 6  
Zelda  
Zelda: Majora's Mask

## GAMEBOY ADVANCE

A = 0 1  
Advance Rally  
Advance Wars  
Alienator: Evol. Conts.  
Army Men Advance  
Army Men: Op. Annihilat.  
Army Men: Op. Green  
Army Men: Op. Red  
Asterix: Bash Them All  
Atlantis: The Lost Empire  
Attack of the Clones  
B = 0 2  
Back Track  
Batman Vengeance  
Bomberman Tournament  
Boxing Fever  
Breath of Fire 1 & 2  
Britney's Dance Beat  
Broken Sword  
C = 0 3  
Castlevania: C of Moon  
Castlevania: Concerto  
Castlevania: Harmony D  
Chimp Chase  
Chu Chu Rocket  
Crash Bandicoot XS  
Cruis'n Velocity  
CT Special Forces  
D = 0 4  
Dark Arena  
Desert Strike Advance  
Dexter's Lab: D. Strikes  
Disney's Lilo & Stitch  
Donald Duck Advance  
Doom  
Dragon Ball Z: Leg. Goku  
Driven  
E = 0 5  
Earthworm Jim  
Ecks vs Sever  
ESPN Final Round 2002  
ESPN Int. Winter Sports'02  
ET The Extraterrestrial  
Evolution Conf.: Alienator  
Extreme Ghostbusters  
F = 0 6  
F-14 Tomcat  
Final Fight One  
Final Round Golf  
Fire Pro Wrestling A  
F-Zero: Max. Velocity  
G = 0 7  
Golden Sun  
Gradus Galaxies  
GT Advance Champ. 1&2  
Guilty Gear X  
H = 0 8  
Harry Potter  
Hey Arnold: The Movie  
High Heat Baseball 2002  
I = 0 9  
Ice Age  
Inspector Gadget  
Int. Super Soccer  
Int. Winter Sports 2002  
Iridion 3-D  
J = 1 0  
Jackie Chan Adventures  
Jedi Power Battles  
Jurassic Park 3: DNA Fac  
Jurassic Park 3: PBuilder  
K = 1 1  
Kao the kangaroo  
Konami Arcade Advanced  
Konami Krazy Racers  
Kuru Kuru Kururu  
L = 1 2  
Lady Sia  
Lego Bionicle: Tohunga  
Zelda  
Links Awake. DX  
Zelda: Oracle of Ages  
Zelda: Oracle of Seasons

## GAME CUBE

A = 0 1  
Agent Under Fire  
American Pro Trucker  
B = 0 2  
Batman Vengeance  
Bloody Roar: Primal Fury  
Bomberman Generation  
Burnout  
C = 0 3  
Cel Damage  
Crazy Taxi  
D = 0 4  
Dave Mirra BMX 2  
E = 0 5  
Eighteen Wheeler  
ESPN Int. Winter Sports'02  
Extreme G 3  
F = 0 6  
FIFA 2002  
Fifa World Cup 2002  
G = 0 7  
Gauntlet: Dark Legacy  
Groove Adventure Rave  
I = 0 9  
Int. Winter Sports 2002  
J = 1 0  
J McGrath's Scross World  
L = 1 2  
Legends of Wrestling  
Lost Kingdoms  
Luigi's Mansion  
M = 1 3  
MX Superfly  
Mystic Heroes  
N = 1 4  
NBA 2K2  
NBA Courtside 2002  
NBA Street  
NFL Blitz 2002  
NFL Q'back Club 2002  
NHL Hitz 2002  
P = 1 6  
Pac-Man World 2  
Pikmin  
R = 1 8  
Red Card Soccer 2003  
Resident Evil  
Rogue Leader  
S = 1 9  
Sega Soccer Slam  
Simpsons: Road Rage  
Sonic Adventure 2 Battle  
Spiderman The Movie  
Spy Hunter  
SSX Tricky  
Star Wars: Rogue Leader  
Super Monkey Ball  
Super Smash Bros Melee  
T = 2 0  
Tarzan Freeride  
Tarzan Untamed  
The Simpsons: Road Rage  
Tony Hawk's 3  
V = 2 2  
Virtua Striker 3: V. 2002  
W = 2 3  
Wave Race: Blue Storm  
World Cup 2002  
WWE Wrestlemania X8  
Z = 2 6  
Zoocube  
0-9 = 2 7  
007 Agent Under Fire  
18 Wheeler  
2002 FIFA World Cup



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# HIGH SCORES & CHALLENGES

Looks like our GameCube challenges have been going down a storm. The entries have come flooding in and it seems that you've all been giving your joypads a good caning in an effort to beat our experts. Just look at the impressive results we've had in this month...

## 1 AGENT UNDER FIRE: TROUBLE IN PARADISE, HIGH SCORE

All you need to do is earn as high a score as possible on the first level of the latest James Bond game using the Agent setting. Once you've completed your best result, snap the level end screen and send it to us at the usual address.

It's points that matter here, not time, so go for the kills and make sure you've got everyone. When rescuing Zoe use the crates for cover so that you can take out plenty of guards at once.

1. Mike J .....	265,320
2. Richard Marsh .....	257,407
3. Dominic Wint .....	226,311
4. Mike J .....	210,999
5. Tim Street .....	209,224



## 3 TONY HAWK'S PRO SKATER 3: HIGHEST SCORE ON AIRPORT LEVEL

The Hawkster challenges are always popular, so here's another one to get your teeth into if you're a skateboarding star. Simply snap your highest score on a Single Session skate around the Airport level and send us the photographic evidence.

It's possible to grind this level from one end to the next with all the rails, circular seats and flag poles, so go for lots of grinds and link them with plenty of Manuals, Wallrides and Wallies.

1. Dominic Wint .....	1,584,359
2. Tim Street .....	1,259,836
3. Richard Marsh .....	1,053,222
4. Dominic Wint .....	845,336
5. Mike J .....	777,847

## 2 NBA COURTSIDE: MOST POINTS FOR ONE PLAYER IN A SINGLE GAME

Set the match to five minute quarters on the Hard setting then see how many points you can get for one player. Try and score as many three pointers as possible and snap the highest scoring player's stats at the end of the game.

For this challenge it's a good idea to play as the Los Angeles Lakers because Kobe Bryant is the main man when it comes to racking up a huge individual points score.

1. Richard Marsh .....	65
2. Tim Street .....	60
3. Dominic Wint .....	44
4. Maura Sutton .....	31
5. Mike J .....	22



## 4 ISS2: MOST GOALS AGAINST A SAUDI ARABIAN COMPUTER TEAM

For this challenge use the Hard setting and set the time to five minutes per half. You can play as any team you like, but make sure the computer controlled team is Saudi Arabia. Believe us, it won't be the sort of walkover you're expecting.

The Saudi Arabian team is a tough egg to crack, so play with three central defenders and try to hit them on the break. They're fast, hard to break down and deadly with crosses.

1. Richard Marsh .....	9
2. Tim Street .....	7
3. Dominic Wint .....	5
4. Mike J .....	4
5. Maura Sutton .....	2



# RESULT TABLES



## 1 PIKMIN: CHALLENGE MODE MOST PIKMIN ON THE IMPACT SITE STAGE

We reckoned that anyone sprouting over 172 Pikmin would be doing a good job, so we were staggered to see so many challengers getting even higher totals. Well done to Anthony for his amazing score of 214.

1. Anthony Reader .....	214
2. Richard English .....	207
3. Richard Watson .....	201
4. Richard English .....	199
5. David Phillips .....	197



## 2 BURNOUT: FASTEST TIME ON INTERSTATE TRACK, TIME ATTACK MODE

This was a tough target to beat, but it proved to be the most popular of all our challenges this month. We had some amazingly fast times, but only the cream of the crop make it to the top and here they are.

1. Marek Tusynski .....	6:41:066
2. Jono Bird .....	6:44:759
3. Greg Crawford .....	6:47:959
4. Philip Ward .....	6:53:979
5. William Guthrie .....	6:58:000



## 3 SPIDER-MAN THE MOVIE: SWINGING ON THE TRAINING MISSION, FASTEST TIME

Gordon proved himself to be a top gamer by shaving over a minute off our Dom's time. James King and the rest of the pack were trailing in his wake, but Gordon walked away with the prize this month.

1. Gordon Robson .....	1:22
2. James King .....	1:70
3. Mike Ward .....	1:78
4. Darren Erskine .....	2:03
5. Steven Prinz .....	2:10



## 4 SSX TRICKY: BEST TIME ON SNOWDREAM SLOPE IN FREERIDE MODE

This one proved to be a very, um, tricky challenge for you all, but we did receive some fairly outrageous scores, especially from our winner Nathan Roberts who recorded a sensational time.

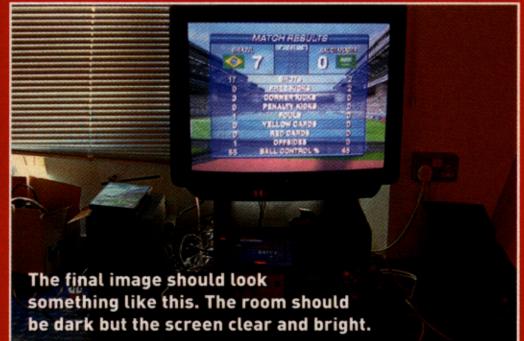
1. Nathan Roberts .....	27.594
2. Roger Duff .....	28.747
3. Lee French .....	29.223
4. Darren Smith .....	30.899
5. Andrew Evans .....	32.456

## CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

## PHOTOGRAPH YOUR TV



The final image should look something like this. The room should be dark but the screen clear and bright.

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



## WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart JOYTECH Advanced Controller for your GameCube, so it's definitely worth the extra effort.

**High Scores and Challenges,**  
**Nintendo Official Magazine, Priory Court,**  
**30-32 Farringdon Lane, London EC1R 3AU.**

**JOYTECH**

# Q8GAUK

This month we've helped another bunch of gamers and to celebrate Mario's arrival in Japan, we've been asking local shops when we can expect to see *Super Mario Sunshine* in the UK. Will they know this time?

## BREATH OF FIRE II

**Q** I have just brought *Breath of Fire II* and I am wondering if you have a strategy for defeating Baba in Tag Woods. Are there any tactics I should use?

**Elizabeth Curtis,  
Orpington**

Did you know? The Black Orpington was one of seven breeds of chicken in the *Big Brother* chicken coup. The Orpington breed was developed in the town of Orpington, Kent, in the 1880s.



**A** Good question, Elizabeth. To beat Baba, you should first make sure your party is levelled up to around seven. Ideally you should also have the Ranger CL and Bronze HT equipped. Sometimes Baba hits you with a double strike so try and keep your HP above 20. Five good hits and a special move should finish him off. Please send us your full address though Elizabeth so that we can send out your prize!

### Local games store

**GAME**  
■ Tel: 020 8313 9960

68-68a High Street,  
Bromley, Kent

The staff at GAME were very friendly, knowledgeable and extremely helpful. They knew all about *Super Mario Sunshine* and they even told us that it would be released in October. We tip our hats to you GAME! 9/10

## JAMES BOND 007 IN... AGENT UNDER FIRE

**Q** I want to get the eighth Bond Move on the Fire and Water level. Whenever I shoot the pilot the helicopter explodes and I have no chance of getting the move. How can I stop this happening?

**Alex King,  
Washington, Tyne and Wear**

Did you know? The first US President George Washington descended from family who were named after the village of Washington in Tyne and Wear. His first ancestor lived there in 1893 when the village was still called Wessington.

**A** The secret here is to kill the pilot with a well-aimed head shot rather than just shooting wildly at the helicopter because you won't get anywhere doing that. It might take a while, but a head shot will earn you the Bond Move.

### Local games store

**Game Zone**  
■ Tel: 0191 4787338

17a Trinity Square,  
Gateshead, Tyne and Wear

Oh dear, not very helpful at all. Unfortunately, the person answering the phone didn't know anything about the game and didn't offer to check for us. They told us to ask a bigger store. 3/10



Nail the head shots to earn all the cool Bond Moves

## GOLDEN SUN

**Q** I've got through the second desert and am now at the Venus Lighthouse. I need a move that allows me to carry the metal boxes but I can't find it. Please help, I've come too far to quit now!

**Noel Finegan,  
Carrickmacross**

Did you know? Carrickmacross is most famous for Carrickmacross Lace, the oldest type of Irish lace, dating back to the 1820s. The lace was used to trim the sleeves of Princess Diana's wedding dress.

**A** To move the metal boxes in the Venus Lighthouse go through the entrance and walk by the four statues. Use Reveal on the wall next to the tree pattern on the floor to reveal a doorway. Open the chest inside this room to get the Carry Stone. Use this to learn the Carry ability which enables you to move the metal blocks.

### Local games store

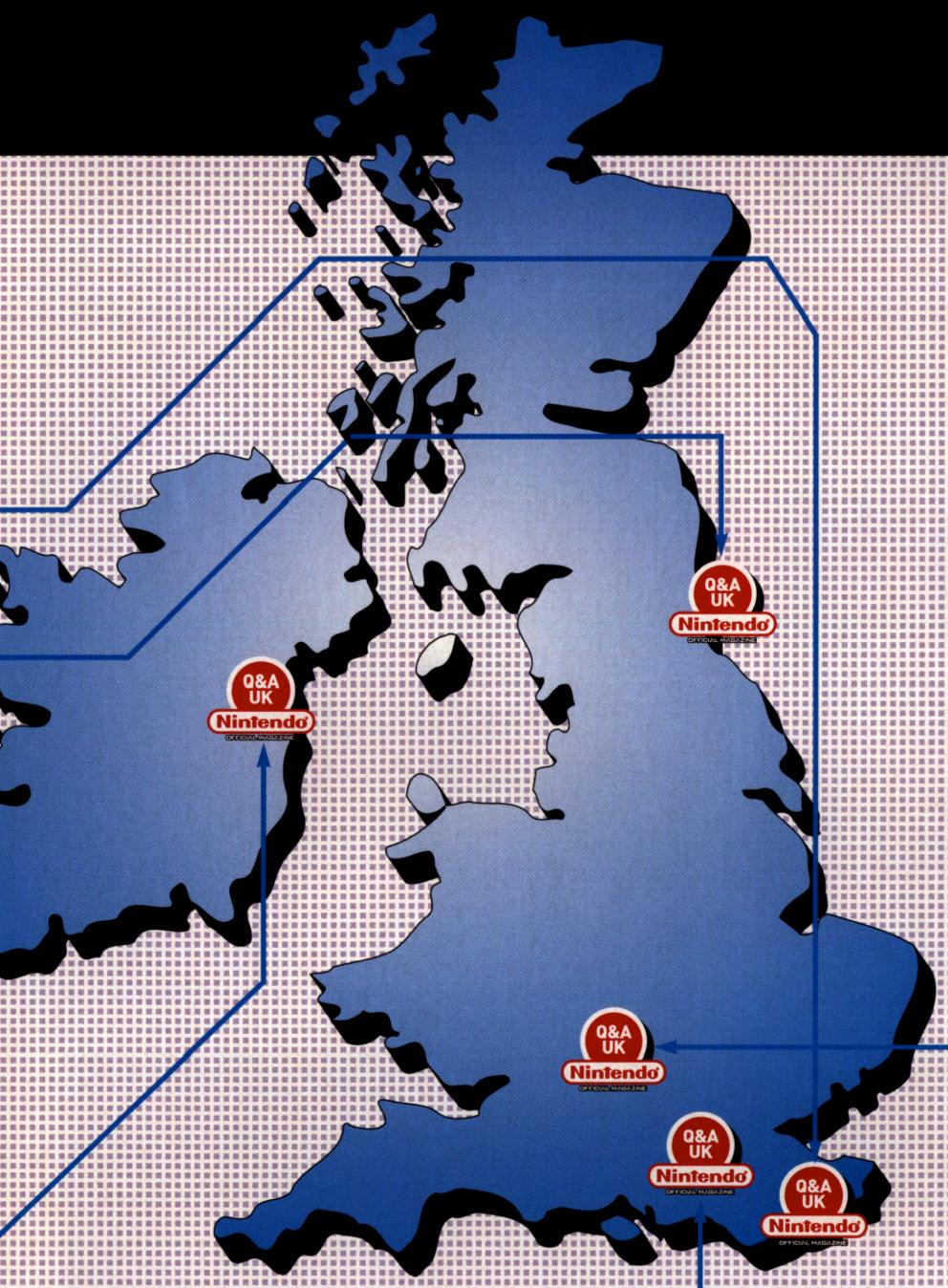
**PC Whirl**  
■ Tel: 00353 47 72672

77 Glaslough Street, Monaghan, Co. Monaghan, Republic of Ireland

The staff were very friendly, but they didn't know about the game. 5/10



Use Reveal to expose those pesky invisible doors



## BREATH OF FIRE II

**Q** I'm stuck! I've just finished the cooking contest in the frog castle. Petape has run into the basement and is preparing to blow up the whole castle. I've found the secret elevator but I can't find Petape. Where is she? Please can you help me out!

**Sean Perkins,**  
**London SW18**

Did you know? The first ever football match to be played under Football Association rules happened in Battersea Park on 9 January, 1863.

**A** We got stuck on this one for a while too, Sean! When Petape storms off go down a floor and press the lever in the Bathroom to use the lift. Enter the room on your left to find Jean on the floor. He'll tell you that Petape's in the next room. Head there to fight Kuwadora.

### Local games store

**Gamesland**  
**Tel: 020 8875 0044**

127 The Wandsworth Shopping Centre, London

At first the person who answered the phone said that he didn't know when it was due out, then when we asked again he said that it would possibly be released in September. Wrong! 5/10



## HARRY POTTER

**Q** Please help me! I am stuck on *Harry Potter and the Philosopher's Stone* for the Game Boy Color. Once you start exploring Hogwarts in your Invisibility Cloak, where should you go and what do you have to do?



**Gary Clarke,**  
**Kidlington**

Did you know? New College in Oxford is recorded as having the largest cesspit in the town's history.

**A** Head for the third floor Library. Go down the stairs to the Restricted Area, get two spells and a potion recipe. Leave via the right staircase to avoid Filch and Madam Pince then head for the fifth floor. Walk down the right corridor to the room at the end. Watch the cut-scene and head back to the Gryffindor common room. Oh, and could we have your full address so we can send out your prize.

### Local games store

**Wired To**  
**Tel: 01865 727770**

138 Magdalen Road, Oxford

The person who answered was very helpful, but didn't know a date. 5/10

## WRITE IN, WIN PRIZES!

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us. If your letter is printed you'll receive a package of prizes from the top people at Gamester.



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She was bursting to tell her mates. But then she had to have tea with her Nan.

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